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KING'S FIELD™ II

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UNAUTHORIZED GAME SECRETS

KIP WARD

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This is the second time around for most of the *King's Field* crew here at Prima, which may be as much masochism as it is dedication, yet nonetheless the result is some damn fine work. Julie and Marian deserve the major credit, as their expertise made this book both concise and stylish. Kari, who produced the ton of maps that'll guide you on your journey, also did some amazing work. Victor: another cool cover. You da man. Finally, thanks to Dan for his gentle guidance, and also Big Daddy JC, who bought us some time at the very end of this project. As you'll soon see, the extra effort that all these folks made pays big dividends.

MEANWHILE, IN VERDITE . . .

Years have passed since the hero of the first *King's Field* game, Alexander, restored the rightful ruler to the throne of Verdite. Unfortunately, the promise of peace and prosperity that shone on that day has faded.

The king, corrupted by some unspeakable evil, has since been sealed inside Verdite Castle by Alexander, who gave his life to try and stave off the destruction of the once fair Verdite.

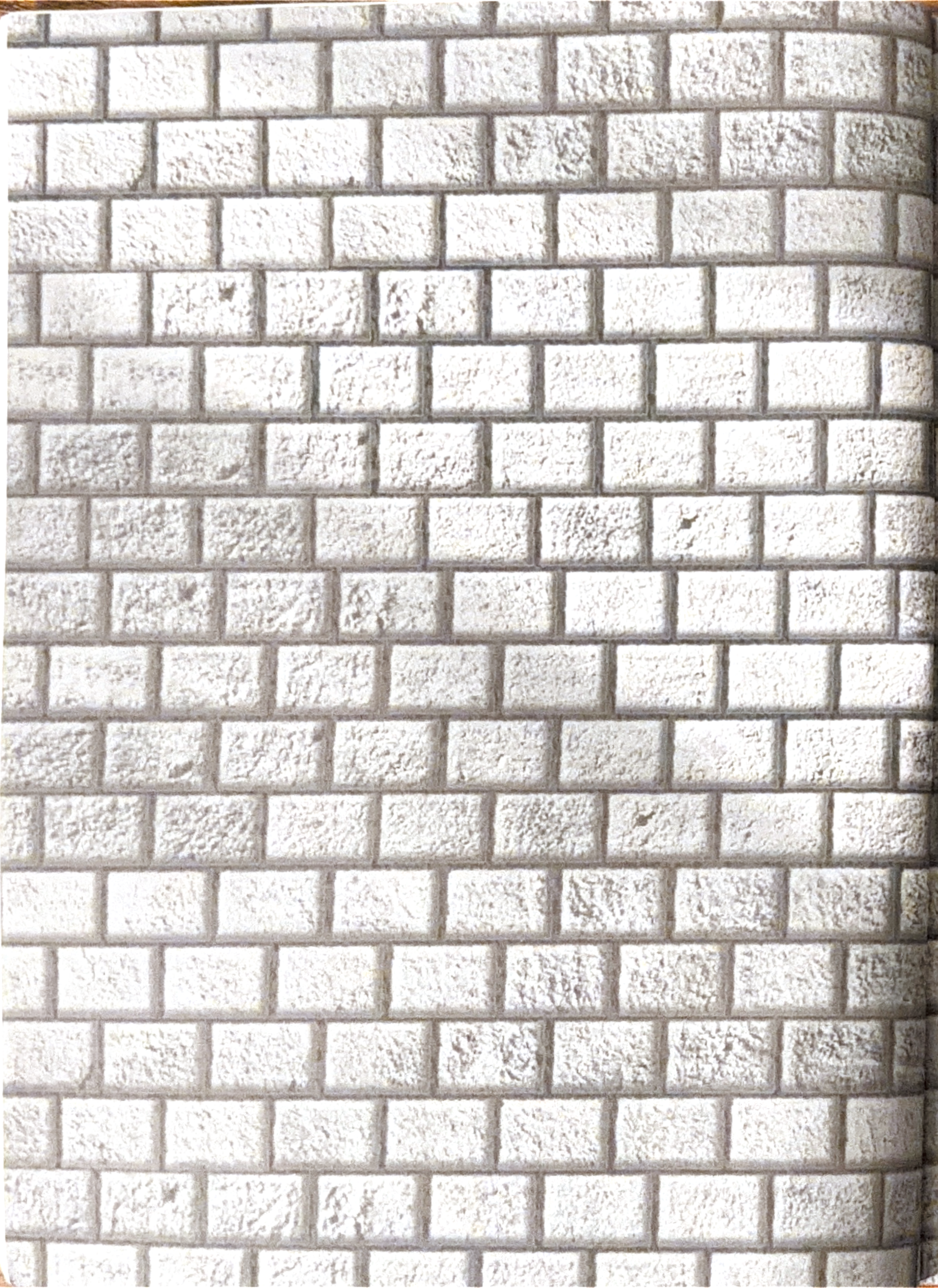
Even now, the seal Alexander placed on the castle is weakening. If the king should break through the barrier from the inside, all of Verdite is certainly lost.

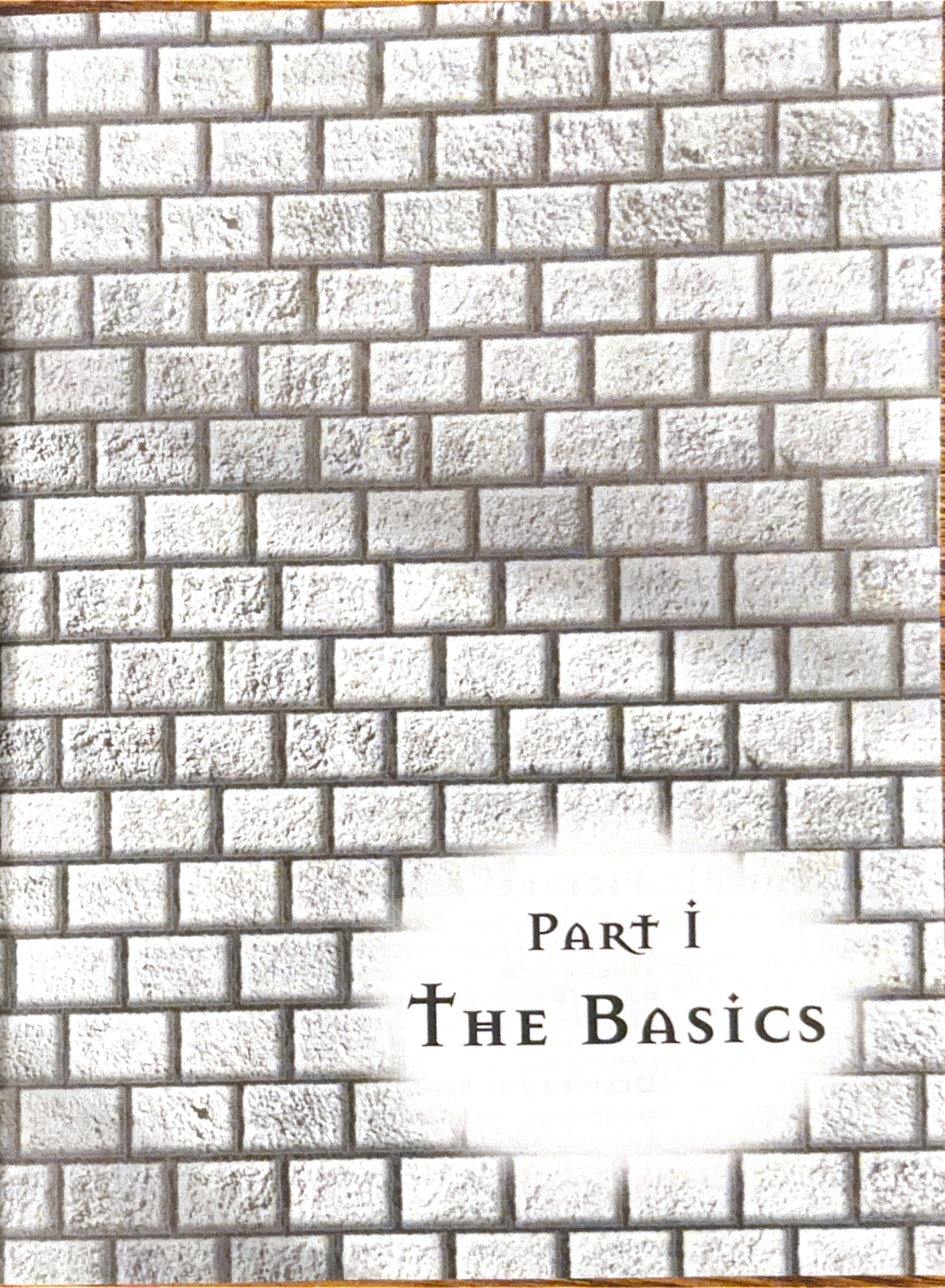
Enter the king's son, Prince Austin Lyle Forester. Brave, true of heart, and with the power of Light coursing through his royal veins, only the prince dare oppose the king in battle. But first, our hero has some work to do.

As you trek the fields and dungeons of Verdite, gathering your power toward a confrontation more deadly than you can suspect, enemies wait at every turn. This book can help take some of the fight out of the opposition.

As vast and deadly as Melenat was in the first *King's Field* game, the Verdite of *King's Field II* takes hostility to another level. If your not picking up the majority of the treasure, and taking proper advantage of each item and spell, you'll find that the larger monsters display a depressing lack of mercy at your ineptitude.

Fortunately for your kingdom, all the answers are in your hands.





PART I

THE BASICS

For all its sprawl, the kingdom of Verdite in *King's Field II* probably has more structure than the island of Melanat in the original game. The maps, though plentiful, are nice little quadrants, and you sometimes get the sense that areas are given impressive proportion just to fill space.

The expansiveness of the game—the feel of dramatically expanded gameplay over the original—results from a structure that combines, in essence, several parallel paths as opposed to being one very complex optimum path. Accomplishing certain major goals in the game almost makes pursuing others irrelevant once you've attained a certain experience level.

You can certainly spend your time accomplishing everything, and this book includes all the information you'd need to do that. But what you'll discover is that, contrary to the original *King's Field* game, a long and perilous journey sometimes nets you nothing in the way of an appreciable weapon or artifact upgrade.

As an example, you'll see in the subsequent section entitled "Questing" that there are a few different sets of upper-end armor that function on a relative par with each other. That's not to say that you should flat out ignore any of them in particular, since the unique qualities of each make their relative worth a matter of opinion. But note that you can achieve the game's ultimate goal—the restoration of Verdite to its former glory—without collecting every high-end item.

The most convincing argument for thorough exploration in *King's Field II* is the completely new way you learn the game's magic spells. That philosophy is explored in detail in the "Fighting the Good Fight" section below.

Caveats aside, here are the practical matters you need to know. The many nonplayer characters you converse with on your journey will further flesh out the story as the game progresses.

THE BIG PICTURE

Though countless paths seem to stretch before you as *King's Field II* begins, you'll find that ultimately they branch from one central quest, which is introduced by Leon Shore in the game's opening sequence. The major task ahead of you as you ponder the landscape of Quist for the first time is to acquire the three Seals of Ichrius.

DELIVER THE SEALS

As you lay hands on each Seal—Eye, Wings, and Crown—you'll discover that they can be activated to teleport you to three Golden Fountains strategically placed throughout Verdite. Obviously, those fountains, with their ability to restore Hit Points and Magic Points and cure any adverse condition, become hubs for you to explore around.

So nifty a trick are the three Seals that you'll probably be reluctant to turn them over to Leon Shore, along with the Excellector blade, as he implores. Unless you know up front what he is going to do with them.

Leon takes the three individual Seals and uses them to fashion Ichrius' Key. When you activate the Key under your Use Items menu, a map of Verdite pops up, with an icon that you can position. It turns out that Ichrius' Key has the ability to teleport you to any of the fountains in Verdite, not just the ones flowing with Gold Potion. That incredible leap in your mobility makes the acquisition of all three Seals the major accomplishment of the game.

Once Leon has made Ichrius' Key, you become a holy engine of destruction, and woe to the foe that stands between you and the throne of Verdite.

DEATH, BUT NOT DISHONOR

You should also know up front that there's a right way and a wrong way to ascend the throne at the end of the game. Defeating the evil king is only part of the trick. Unless you kill him "the right way," you ascend the throne only to become a puppet of the White Dragon, Seath, who's making a determined power play in the land of Verdite.

But by killing the king properly, as detailed in the map section of this book, the king's spirit is exorcised from Seath's control. The king then increases your own power prior to a final confrontation with the White Dragon, with the future of fair Verdite hanging in the balance.

EXPLORING VERDITE

Since *King's Field II* is different structurally than its predecessor, this book is also structured a bit differently than Prima's previous strategy guide, *King's Field Unauthorized Game Secrets*.

With each section of Verdite divided into tidy little segments, it seemed more useful to include specific definitions, as well as tactical notes, along with the individual maps. Thus, discussions of unique magical items are included with the areas where those items can be acquired. Likewise, discussions regarding specific monsters are included along with the maps of the areas in which they first appear. The result is that all the pertinent information for any map is included with that map in the Walkthrough section of the book, and very little cross-referencing is required.

There are a few things you need to know before you begin exploring Verdite—things that aren't belabored in the discussions that accompany each individual map, as they quickly become routine.

Healing Stones, Crystals, and Fountains

When you're not engaged in combat, or about to be, you're usually involved in the process of gathering treasure. And when you're not making a major haul, you're collecting the odds and ends that help to sustain you until something bigger and better comes along. The common collectibles of *King's Field II*, and their effects, include the following:

- **Earth Herbs** increase your Hit Point total.
- **Antidotes** cure you of poisoning.
- **Blood Stones** cure all adverse conditions with the exception of poisoning.
- **Moon Stones** boost your Magic Point total.
- **Dragon Crystals** restore both Hit Points and Magic Points to maximum, and cure all adverse conditions. See note below!
- **Verdite Crystals** increase your Magic Power by one point each.
- **Power Fruit** increases your Strength.
- **Wise Fruit** increases your Wisdom.
- **Healing Fountains** (Blue Potion) restore your Hit Points to maximum.
- **Golden Fountains** (Gold Potion) restore Hit Points and Magic Points to maximum, and also cure all adverse conditions.

North
N.N.E.
N.E.
E.N.E.
East
E.S.E.
S.E.
S.S.E.
South
S.W.
W.S.W.
West
W.N.W.
N.W.
N.N.W.

Note: Early in the game, the easiest and most economical way to restore your Hit Points and Magic Points to their maximum is to spend a night at one of the local inns.

One of the marked differences between *King's Field II* and the original game is the absence of the large golden trees, which would grow and drop Dragon Crystals if you damaged the tree with a weapon. Additionally, if you should perish with a Dragon Crystal in your possession, you'll be reborn on the ledge near Leon's House. Don't burn a Dragon Crystal when you can get the same effect for 150 Gold by spending the night at an inn.

BASIC STRATEGY

In addition to collecting all the bits of treasure, you need to be aware of a handful of general tactics as you scour the landscape. In addition to the specified order of exploration that accompanies each individual map, keep these few pearls of wisdom in mind.

- **Save the Game:** With each new area you explore, your first thought should be making your way to a Game Save Crystal. It's easy to make a mistake that costs you your life in *King's Field II*, and it's depressing to realize you've just been whacked without saving a significant amount of accomplishment.
- **Be Thorough:** Check inside every barrel and chest that you come across. The ones that aren't mentioned specifically in the map section of this book usually contain minor treasure—an Earth Herb or Antidote, perhaps. Also, pay attention to irregular corners in rooms and hallways, and the regions near streams, particularly where bridges cross. You'll find the same type of items in those areas.
- **Kill Each Monster:** No, you don't have to kill the regenerations over and over again, but you should certainly kill each monster the first time you encounter it. Most carry treasure, and sometimes it's surprisingly more significant than a few pieces of gold.

LOCKED DOORS

Like the first *King's Field* game, your progression is kept at a steady pace by limiting access to certain areas or items. Some of those problems solve themselves naturally during the course of the game, but at other times a little understanding of the situation beforehand can save you a lot of pointless wandering.

Most significant, of course, are the handful of keys in Verdite. These items are called out on the map where they are acquired, but the quick reference list below should also serve you well if you've already advanced a ways into the game and are starting to wonder just where in Verdite the Silver Key is . . .

- **Copper Key:** Dropped by a Reaper in the Garrison Barracks.
- **Jail Keys (two):** One in a barrel in the Passage of Poison, one behind a secret door in the Garrison Barracks.
- **Silver Keys (two):** One in a hallway in Ralugo, one behind a secret door in the Path of Thieves.

- **Magician's Key:** In Shudom's Cave.
- **Royal Key:** In the Passage of Death.
- **Orladin's Keys (many):** Several of Orladin's Keys are located in the Place of the Beginning, but it's a shame to wait that long to get your hands on Orladin's treasures in the Path of Poison. You can also buy Orladin's Keys from the Dwarf merchant in the Cave of the Dwarf. You'll need to start with six to effectively pilfer the goodies.

In addition to the above keys, there are also some that are very common (Silviera's Keys) and some that have only a single use (Dwarf's Key, Demon's Key). Check the individual maps for those locations.

WHAT'S THE PASSWORD . . .

Under the general heading of locked doors, there are also a few places where tricks are required simply to enter, notably:

- **The Palace of Wind:** Entrance is only granted after you've acquired some small fraction of Wind Magic. Complete the Blood Herb quest in Ralugo, and Airon Green will reward you with a Wind Crystal. In you go.
- **Shudom's Cave:** Once you've returned from the Palace of Wind, visit Jamie Porter. He lays a foot bridge across the lava moat, and you can reach the entrance to Shudom's Cave.
- **The Maze Temple of Orladin:** The Maze is reached via a teleporter at the center of the Ruin of the High Elves. You'll need Ichrius' Key to reach the teleporter.
- **The Place of the Beginning:** The teleporter to the Place of the Beginning is located in the Maze Temple of Orladin.

FIGHTING THE GOOD FIGHT

With its Dungeons & Dragons core, *King's Field II* is a game of combat, both hand-to-hand and magical. This section lays out the basics for you—the techniques you'll need to practice and perfect to have continued success as your opponents become tougher and tougher.

You'll find that, similar to the original *King's Field* game, you rely on hand-to-hand combat early. About midway through the game, your powers achieve a balance, as you lay claim to decent weapons and augment those with the midrange spells. When you start to learn some of the high-end spells, you'll probably go through a brief period where they seem like overkill, until you work your way into the game's closing battles. Once you begin those final rounds, you'll need every trick in the book (*this* book, actually) to finally stand victorious and rule over a kingdom reborn.

HAND-TO-HAND COMBAT

Hand-to-hand combat in *King's Field II* demands more savvy than it did in the original game, but still, no one's ever going to call it rocket science. The goal, obviously, is to maximize the damage you do and minimize the damage you receive.

CHOOSE YOUR WEAPON

Early in the game, it's easy enough to select the best weapon in your inventory simply by looking at the damage numbers that come up under the Records menu. But remember, some monsters are only susceptible to a certain type of damage, i.e. Slash, Chop, or Stab.

As your weapons begin to take on a magical quality, and your foes begin to display resistance to certain magic powers, you'll need to put more thought into weapon selection—combined with a little combat field testing.

Number studying aside, the easiest way to tell whether or not you've made a good choice of weapon with regard to a particular foe is in the enemy's reaction to being struck. Sometimes, a monster will have a magical resistance that just isn't apparent until you start hacking away and notice that nothing seems to be happening.

In short, the monster should offer some sort of recoil when you strike it with a weapon. The recoil will either be accompanied by a short grunt, an acceptable result, or a startled cry or wail—the optimal response.

You want to watch out for a monster that simply glows a soft pinkish hue when struck, but otherwise shows no outward signs of your attack. That's the big tip-off that you need to go back to your inventory.

MOVEMENT IN HAND-TO-HAND

More than its predecessor, the world of *King's Field II* demands a mastery over the game's most basic movement controls and a certain flair for movement in combat. Gone are the days when you could stand at a threshold and have a reasonable chance of scoring a victory simply by timing your attacks between the swipes of an enemy. In Verdite, that kind of face-off is a fifty-fifty proposition, at best.

Given that you'll have to enter hostile territory more often than you'd like, the first priority of combat is to minimize the damage you're going to receive. If you can get behind an enemy, of course, the rest is simple. Here are some additional strategies to keep in mind.

- **Create an Opening:** The bull rush is out. You have to work on confusing your opponent, and then taking advantage of him during that brief moment of indecision.
- **Crossing Over:** The most effective way to create confusion in a monster when it resists letting you into its blind spot is a technique called "crossing over," which basically means running right through the monster's targeting area. It sounds dangerous, and it is, but it's really only foolish early in the game, when a lucky shot from a foe might end your life.
- **Crowded Combat:** When confronting several monsters at once, deal with distance attackers first, even if you have to rush past the other foes. If many monsters have distance attacks, slide around the crowd's perimeter or run figure-eights to get in your licks.

You'll find that while a monster is in the process of turning toward you, that's the only thing it has on its mind—bringing you into striking range and distance. As it attempts to draw a bead on you, its artificial intelligence is estimating when you're going to come into range, so it can be ready to deliver a blow. If, instead of simply trying to "out turn" the beast, you cut directly in front of it, using your strafe key to slide from one side of your adversary to the other, the monster becomes very confused.

It realizes, suddenly, that you're passing right in front of it, but it hasn't had time to ready itself to land a blow. The monster was anticipating that you wouldn't be "in range" for another few seconds, and its AI gears grind. It can't resist taking a swipe at you, but by the time it rears back and brings the weapon forward, you've slid past.

Now, in effect, the monster has got to find you all over again, and its previous movement pattern to bring you into striking range and distance is completely null and void. In essence, the monster struggles to reassess the situation. By the time it does, you should have landed at least a couple of blows, and either be behind the beast or getting ready to cross over again.

- **Strike and Fade:** Half of a good battle is defense, of course, and using the strafe buttons on the controller to thwart the counterattack is the biggest part of hand-to-hand defense. Once you've landed a blow from any position other than behind a monster, you need to get out of the way before the foe can counter. Don't cross over at this point: since the monster has striking on its mind, you don't want to oblige by standing or crossing in front of it. Instead, slide toward the monster's back while turning simultaneously so that you don't lose sight of your foe. Once you've effectively kept it from getting off a counterattack, you can consider your next move.

MAGICAL COMBAT

The basics of magical combat are analogous to a game of paper/rock/scissors, where the object is to find the particular weakness of your foe. If it were as easy as selecting a magic spell diametrically opposed to your foes defenses, however, it would be too easy, and so the monsters of *King's Field II* come with their own particular quirks and abilities.

Light magic and Fire magic are the most universally damaging, but you'll discover that certain spells have desirable effects as a result of the spell's specific form, aside from the magical discipline that evokes it.

LEARNING FROM THE ARCHMAGES

You begin the game with the magical power of Light already coursing through your noble veins, but the rest of the disciplines must be learned from the respective Archmages. For quick reference:

- **Fire magic** is learned on the Ancient Battleground.
- **Wind magic** is learned in the Palace of Wind.
- **Water magic** is learned at Lake Noel.
- **Earth magic** is learned in Shudom's Cave.

In each of these locations, you'll discover a cone-shaped teleporter that appears to be made of a colored liquid. Step into the teleporter and you'll visit the Archmage for the respective discipline, who bestows the power upon you and teaches you the discipline's first spell.

ACQUIRING NEW SPELLS

In the first *King's Field* game, acquiring spells was done in a very linear, logical manner. Each time you picked up a Magic Crystal, you'd learn a spell. *King's Field II* is just a little bit different.

You still learn the spells in incremental order, though there are now five levels as opposed to four, and blades no longer throw spells.

The trigger that causes you to learn each spell, in *King's Field II* is not just the acquisition of Magic Crystals, which are far more plentiful in Verdite; your Magic Power and Experience Level are also factors. In addition, your Magic Power is influenced not only by the Verdite Crystals you find, but by the amount and type of magic you practice.

For that reason, Vallad knows when you'll actually acquire a new spell. As the game begins, they seem to come few and far between. As a thorough adventurer, you'll certainly lay claim to all the Magic and Verdite Crystals as soon as you can, so the only variable that's otherwise within your control is the practice aspect. For that reason, try not to lean too heavily on one discipline or you'll be hampering your ability to learn spells in another form of magic.

Here they are then, broken down by discipline and in the order in which you'll learn them, with the cost in Magic Points in parentheses.

FIRE SPELLS

Fireball (3): Throws a small fireball at your foe.

Firewall (10): Creates a wall of fire to damage an enemy. Not as effective as it sounds.

Firestorm (15): The meat and potatoes of the game, the Firestorm spell is a volley of fireballs with homing capabilities.

Flame (28): Launches a flaming Phoenix at your foe, which fires burning projectiles and then finally explodes in impressive fashion.

Thedek (36): Summons a black Flame Dragon, which enwraps your foe with devastating results.

LIGHT SPELLS

Light (5): Illuminates the immediate area. Note that the glare off of objects in the foreground sometimes prevents you from seeing increased detail at a distance.

Blessings (18): Increases Hit Points to maximum, and also cures all adverse conditions.

Lightning Volt (18): Fires a bolt of energy that strikes a target and erupts in an electrical storm of damage. Capable of damaging more than one foe.

Flash (24): Evokes several Light projectiles that home in on the target. Capable of damaging multiple targets.

Orladin (38): This spell, learned from Orladin's Skeleton in the Place of the Beginning, kicks butt.

EARTH SPELLS

Earth Heal (8): Boosts your Hit Point total.

Stone (10): Hurls a boulder at your enemy.

Earth Wave (17): Evokes a wave of energy that travels in all directions until it contacts a solid object. Capable of damaging multiple targets.

Meteor (26): An awesome display of power, raining molten boulders on your foe from above. The slight delay between the casting and the arrival of the boulders means you need to be sure your foe isn't running off somewhere before casting.

Shudom (32): Summons a two-headed dragon, akin to the Flame Dragon, which pulsates with Earth waves as it flies away from you. Capable of damaging many enemies.

WATER SPELLS

Antidote (6): Cures the poison condition.

Fire Resist (8): Protects against a foe's Fire Magic.

Haze (19): Evokes a cloud of poisonous vapor, which can damage multiple targets if they happen to be lined up along the spells trajectory.

Bortecth (27): Creates a purifying cone of water energy that traps and damages adversaries.

Refusal (100): The only fifth-level defensive spell in the game, Refusal makes you impervious to harm for its short duration. This spell was concocted with the game's final battle in mind.

WIND SPELLS

Wind Cutter (3): Fires a wind knife at the target.

Missile Shield (8): Evokes a protective shell that is most effective against incoming arrows, but also provides a measure of protection against almost all airborne attacks.

Tornado (20): Aims a spinning funnel of wind at a foe.

Freeze (26): Envelopes your enemy in a cocoon of ice, causing significant damage and also holding the monster immobile.

Walwind (34): Summons a ghost beast akin to the Flame Dragon, this time dispensing massive shock waves of Wind power.

QUESTING

Though the acquisition of the three Seals of Ichrius forms the centerpiece of *King's Field II*, there are a handful of other major adventures that warrant special attention. Sometimes, within the context of the game, it's hard to distinguish between the important goals worth pursuing and those things that will simply take care of themselves in due time. Here are some questing opportunities you should consider pursuing with zeal, as the payoff is worth the trouble.

CLAIMING ORLADIN'S TREASURES

For the price of six of Orladin's Keys, which you can purchase in the Cave of the Dwarf, you can pilfer the areas behind the Orladin's Doors adjacent to the Path of Poison. You should also have the Fire Mail (dropped by the Skull Master in the Path of Thieves) for defensive purposes. The treasure includes Orladin's Mail, which, when equipped, cuts the cost of spell casting in half.

DIGGING FOR PROMEUS

In Shudom's Cave, the Path of Thieves, the Field of Ice, and the Valley of Garan are located the only pieces of Promeus ore in the game. With them, the dwarfish blacksmith in the Cave of the Dwarf can fashion the truly stylish and highly protective Promeus armor.

ICHRIUS' ARMOR

The suit of armor favored by Ichrius is one of the final finds in the game, which you receive after braving the Maze Temple of Orladin and surviving the gauntlet that waits in the Place of the Beginning.

RESTORING THE MOONLIGHT SWORD

You'll find the broken half of the Moonlight Sword planted near a tombstone on the Hill of Prayer. You'll discover an item called the Fairy Fossil in a room in the Place of the Beginning. Later, in the fifth level of the Royal Cemetery, you'll cross a long, wooden bridge, pass two stone faces mounted on the walls, and come to a seemingly uncrossable chasm. Use the Fairy Fossil at the edge of the chasm. Cross over and step onto the teleporting rune. When the Moonlight Sword has been properly restored, you'll put it to good use on Seath in the game's final battle.

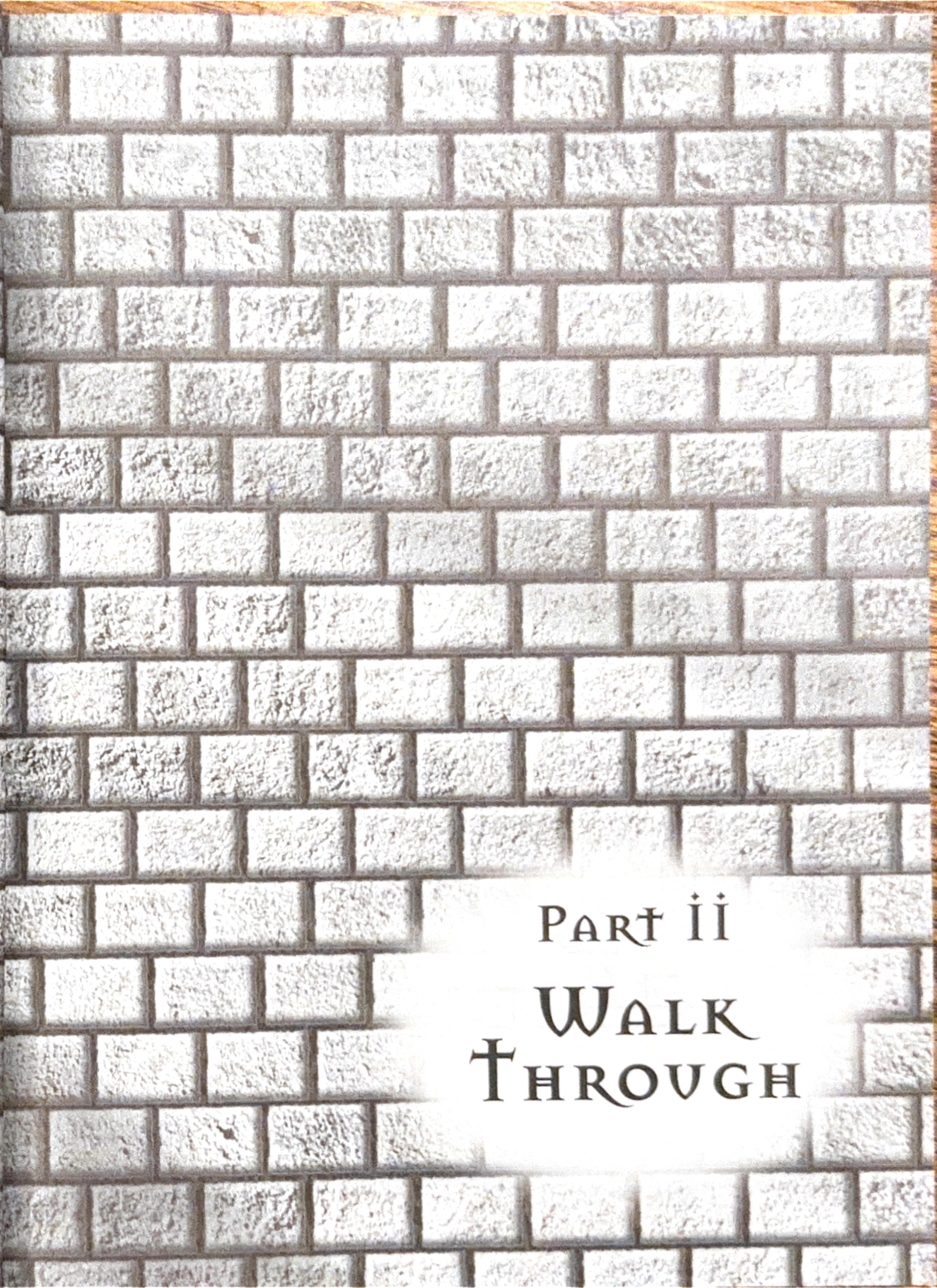
MINOR QUESTS

In addition to those quests that sprawl out over whole segments of the game, there are several small tasks that you'll perform, usually upon entering a village for the first time, that endear you to the locals. You'll find a brief synopsis of each quest with the relevant map discussion.

USING MAPS

The maps in this book include callouts for all significant treasure, including that dropped by monsters. In addition, small icons indicate Silviera's Doors, Orladin's Doors, and other such items of interest.

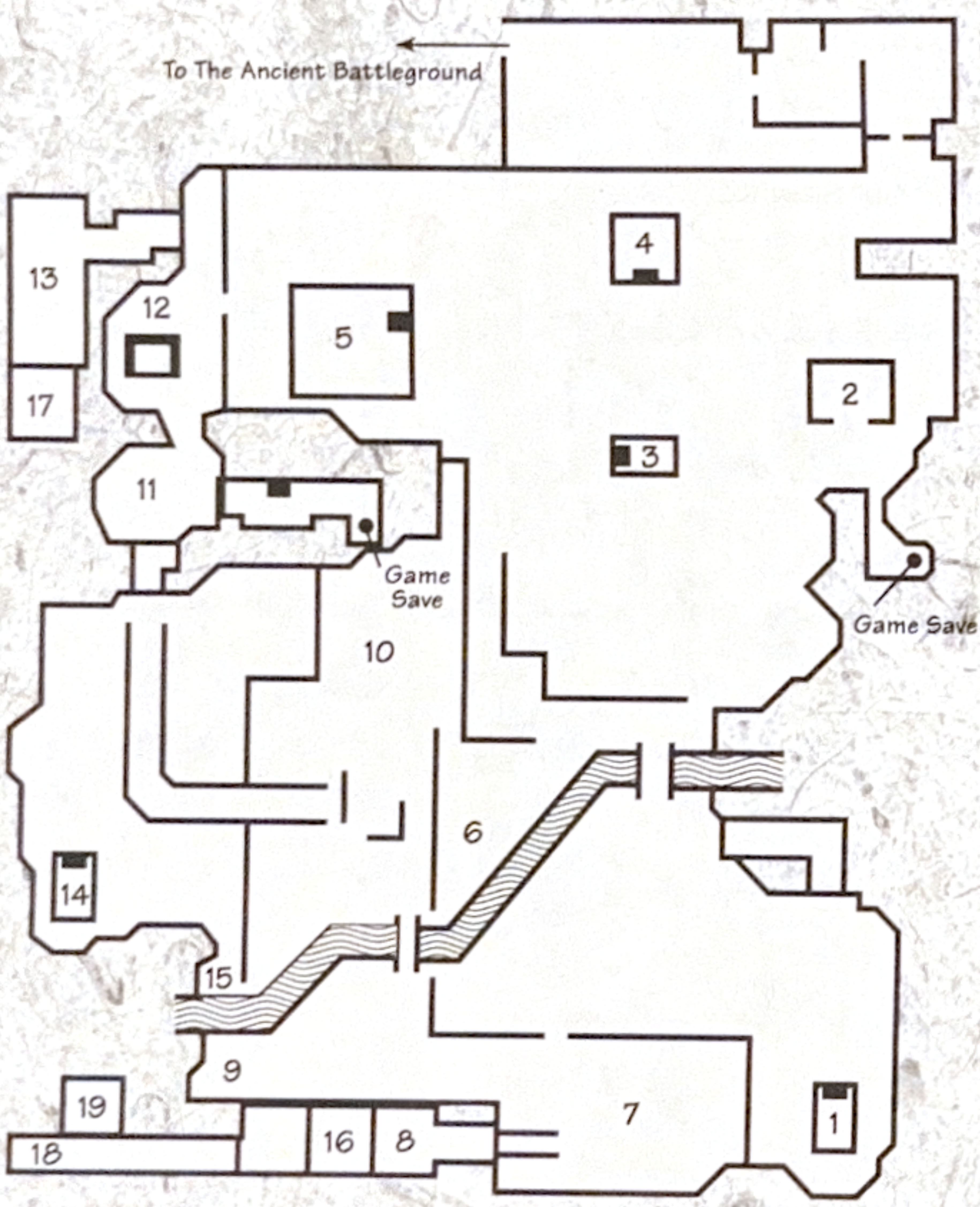
In the case of secret doors, simply search the adjacent wall between two rooms if there is no apparent door. Only in The Passage of Death is this dangerous, and you really should get the Phantom Crown before exploring the passage completely. With the Crown equipped, the exact position of all secret doors is revealed.



PART II

WALK THROUGH

Quist


To The Ancient Battleground
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Game Save

Quist

1. Start: Leon Shore's House
2. Statue of the Hero (Silvarion Sword)
3. Christy Clements, Merchant, Leather Gloves (Mantrap)
4. Jack Leininger, Earth Herb (Chest behind house)
5. Rene Thomas, Innkeeper
6. Leather Helm
7. Earth Herbs (in Barrel, near Torch)
8. Moon Stone
9. 1000 Gold (Copper), Silviera's Key (Mantrap)
10. Dragon Crystal (Stool), Blood Stone (Corpse)
11. Blood Stone (Red Eye)
12. 100 Gold (Stool)
13. Herbal Liquid, Locked Chests: Truth Glass, 500 Gold
14. Silviera's Key
15. Iron Boots (Poison Trap Chest)
16. Leather Shield
17. Crystal Flask
18. High-Elves' Guard (Silver)
19. Triple Fang (Royal)

Quist

RESIDENT MONSTERS

For its size, Quist is a dangerous little town, particularly as the game gets underway. The worst of the lot are the Skeletons, though each adversary you encounter may serve as a stern test for the fledgling adventurer.

MANTRAP

Akin to the Head Eater from the original *King's Field*, the Mantrap is the one foe you should be able to handle without too much trouble. Stay in back of the beasts, and whack them down to size.

STOOL

The overgrown mushroom of Verdite, Stools can pose a serious threat to the unwary by emitting a poisonous cloud when agitated. Early in the game, when you've yet to acquire a distance attack, you need to be sure you have an Antidote handy before you give them a whack. Go in swinging, and back quickly away as soon as the blow connects.

RED EYE

A lone Red Eye doesn't pose too much of a threat. The large spiders are relatively slow to turn and are easily baited into taking a bite, which, in effect, further slows their pivot. Angle your attack downward, and keep moving, especially when dealing with the three Red Eyes in area (11). This is one of the earliest opportunities in the game to hone your crowded combat skills.

SKELETON

Just when you're feeling pretty good about your combat abilities, along comes the Skeleton. Quick, relentless, and equipped with a shield to hide behind, these guys mean business, especially when you're desperately clinging to Hit Points early in the game. It takes a skilled player to stay out of a Skeleton's way and still get in some shots on offense. As crazy as it seems, it's often better to enter a room with a lone Skeleton than to stand outside of a doorway and try and time your attacks. Don't just pivot; slide from side to side erratically and wait for an opening. Be patient, and unpredictable, or the Skeleton wins.

WEAPONS & MAGIC ITEMS

In terms of weapons and magic items, the fair hamlet of Quist is a veritable wasteland for the time being. Concentrate on finding a passable suit of Armor, and notice that you begin the game with the Light spell, which can aid in your explorations. The few items of note are as follows:

EXCELLECTOR

You begin the game with the stubby Excellector blade, bestowed upon you by Leon. Find something else in a hurry. Though the Excellector grows to become a formidable weapon, and is an integral part of your trip across Verdite in more ways than one, you'll soon be able to improve your arsenal.

SILVARION SWORD

When you can deal the star at the base of the statue of the Hero a sufficient blow—after you've gained some strength and perhaps laid hands on the Capricorn Sword—the nearby chest unseals, and you can claim the Silvarion Sword. The Silvarion is an excellent patrolling weapon with a Holy Magic component.

TRIPLE FANG

The Triple Fang blade is a mighty relic you should acquire shortly after you get the Royal Key.

HIGH-ELVES' GUARD

You'll have to wait an eon or so before you get the Silver Key, but when you do, you can return and claim the High-Elves' Guard, which provides decent defense against many kinds of magical attacks.

CRYSTAL FLASK

If you can pry it away from the two Skeletons, the Crystal Flask is a real treasure. Unlike the first *King's Field* game, there isn't a merchant in all of Verdite who can manufacture the bottles, which are capable of carrying either Blue or Gold potion.

TIPS & TACTICS

Near Leon's house, you'll notice a ledge with a tempting Dragon Crystal. Most likely, you'll have several opportunities to claim the prize, and choose to reload your game instead.

If you should perish with a Dragon Crystal in your possession, you'll reappear on that ledge, forfeiting a Dragon Crystal in the process. Later in the game, when you want to return to Quist without putting in the footwork, that actually comes in handy.

Early in the game, it's hard to beat a stay at Rene Thomas's Inn as a means of restoring Magic Points. Especially as you start to gain levels of experience, the opportunity to reach your newly established upper limits for a mere 150 gold pieces is a bargain.

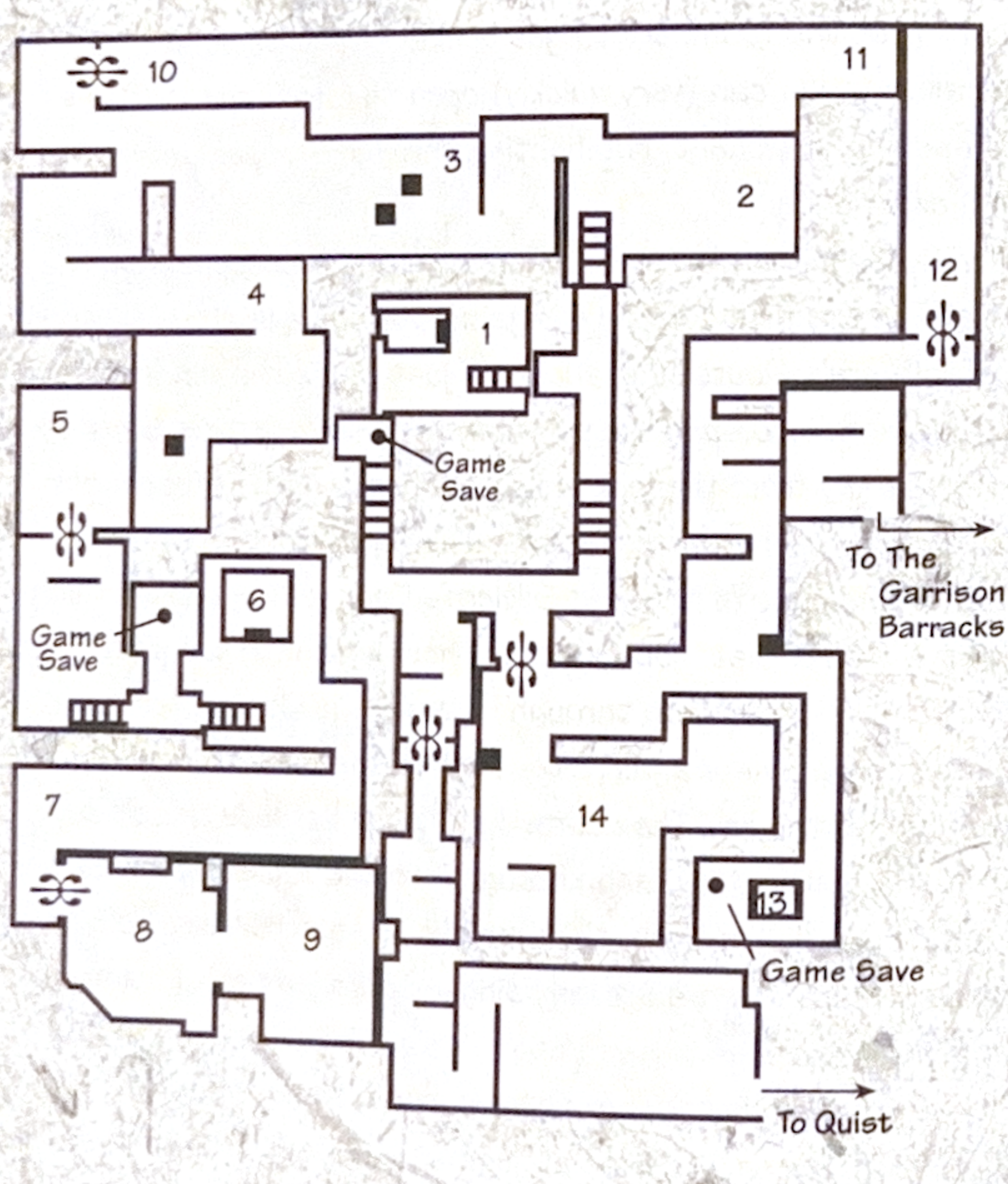
There are two of Silviera's Keys in all of Quist, and you need at least one of them to get to the game's second level. The easy one to get is the one the Mantrap pukes up in the area of (10). The toughie is the one the Skeleton is carrying in the small house (15). No, there's no Skeleton when you enter. It's hiding in the chest. Open the chest and back quickly into a far corner of the room; try to get behind skinny when he lunges for you. Alternatively, you can (very quickly) open the door and run back outside after opening the chest, but fighting through an open doorway can be a painful experience.

Regarding Silviera's Keys, you'll recognize the concept from the Rhombus Keys of the first *King's Field* game, but there is a new twist. Usually, one of Silviera's Doors has a lock on just one side, and inserting a key there allows you to open the portal from either direction. Since you can't remove the key from the lock while the door is open, you sometimes have to leave a key behind when you pass through a door.

But in the case of the first Silviera's Door you encounter, if you've got both keys from Quist, you can take them both with you past that juncture. Open the door, pass through it, and let it close. Insert your second key, and open the door again. Step back to the Quist side and let the door close. Remove the key. The door will still open because there's a key in the lock on the other side. Pass through into the Ancient Battleground, let the door close behind you, then remove key number two from that side. Most of Silviera's Doors are only single-locked, so take advantage of this anomaly if you can.

To open the chests near the queen's tombstone, you must visit Ed Edmunds at the Ancient Battleground. Talk to him until he advises you to visit the grave. When you return, both chests and the nearby gate will be open.

THE ANCIENT BATTLEGROUND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To The Garrison Barracks
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Game Save
To Quist

THE ANCIENT BATTLEGROUND

1. Marylin Miller: Marylin's Charm,
   First Quest: Map of Verdite
2. Ed Edmunds: Merchant
3. 100 Gold (Stool)
4. Morning Star (Corpse)
5. Silviera's Key (Corpse)
6. Ed Edmunds' House, Silviera's Key, Herbal Liquid,
   50 Gold
7. Leather Shield (Corpse)
8. Marylin's Son, Blood Stone (Corpse)
9. Fire Magic
10. Iron Gloves (Corpse)
11. Moon Stone (Reapes)
12. Crystal Flak (Reaper), Moon Stone (Reaper)
13. Healing Fountain
14. Arrows, Long Sword, Metal Plate Armor

THE ANCIENT BATTLEGROUND

RESIDENT MONSTERS

HEAD EATER

Straight out of the first *King's Field* game, the Head Eater here is a step up from Quist's Mantrap. It has good lunging range and a poisonous bite, but it's still slow on the pivot. Maneuver behind it and slash away.

REAPER

The Reaper presents a formidable obstacle with its impressive span of branches, but that's about all. Once behind it, you'll find that it turns . . . well, like it was rooted to the ground. About half the time these monsters drop Moon Stones.

GRAVE POTS

The yellow, stalk-like Grave Pot is akin to the Head Eater in that it's low mobility ultimately makes it a lesser foe, but it does have the ability to puke little clouds of poisonous gas. Therefore, treat it with caution. When fighting two of them at once, one may occasionally get out of your line of sight. Usually it won't close the gap on you, preferring to stand off and hurl poison. Listen for the sound of the poison belch, and then slide to one side and allow the cloud to pass before continuing your attack.

RACE

The curly spirit of Verdite appears as if wrapped in a shroud, that is when you can see them at all. Usually, the first hint you have is the sickly green curse-visage heading in your direction and a typical sound you'll come to loath. Once you've been cursed, go ahead and dispatch any Race in the area before utilizing a Blood Stone, or you'll invariably get cursed again right after your own magic takes effect. So much for that precious Blood Stone. Race are the more common of the three Verdite ghosts, and you'll have to get accustomed to picking up their transparent forms. Realize that they can't attack in any direction but, in effect, have to pivot to hurl a curse at you. Close the gap and hack them, or Fireball the little buggers from a distance before they can turn.

THE QUEST: RESCUING MARILYN'S SON

The first of many good Samaritan tasks you perform in *King's Field II* is saving Marilyn Miller's son from the clutches of the locals. He's stuck to the wall in area (9), and you'll need to run over to him and use Marylin's Charm to set him free. When that's been accomplished, you can return to Marylin's house (1) and she'll give you the Map of Verdite.

WEAPONS & MAGIC ITEMS

MORNING STAR

Suitable for crushing Skeletons and generally pulverizing evil minions, the Morning Star is a welcome addition to your list of equipment.

FLAME SWORD

Once Ed Edmunds steps aside, search the tombstones to find the Flame Sword, which features a magical component.

FIRE MAGIC

Once Marilyn's son is unhung from the door, you can enter area (10) and find the teleporter to the Archmage Barnabus. He'll grant you the power of Fire, at which time you'll learn the first-level spell Fireball. Finally, a distance attack!

TIPS & TACTICS

The Healing Fountain at (13) is conveniently located, especially with the shortcut to Quist outside of area (14). That fountain becomes central to the first three connecting levels: Quist, the Ancient Battleground, and the Garrison Barracks.

When you go to claim the Fire Magic from area (10), it's usually easier to free Marylin's son from the door in room (9) first (using the charm she gives you), then quickly open the door when he vanishes and run inside. You may get cursed in the process, but then you'll be able to go back outside and show the Race your new Fireball spell.

Ed Edmunds may be a sour sort, but he's got some interesting items in his inventory. The most significant of those is certainly the Crystal Flask, which is a bit expensive for early in the game, but not so once you start to collect gold and other treasure you might be willing to sacrifice.

Once Edmunds moves out of the corner of his graveyard, usually the second time you encounter him, go and search the area where he was rooting around. You'll find a Moon Stone, and also the tombstone of Vice Commander Caine. Search to the left of the Tombstone, and you'll find the Flame Sword.

THE GARRISON BARRACKS

RESIDENT MONSTERS

The Garrison Barracks feature two new twists on the standard Skeleton, each worth a whack with whatever blunt instrument you have on hand.

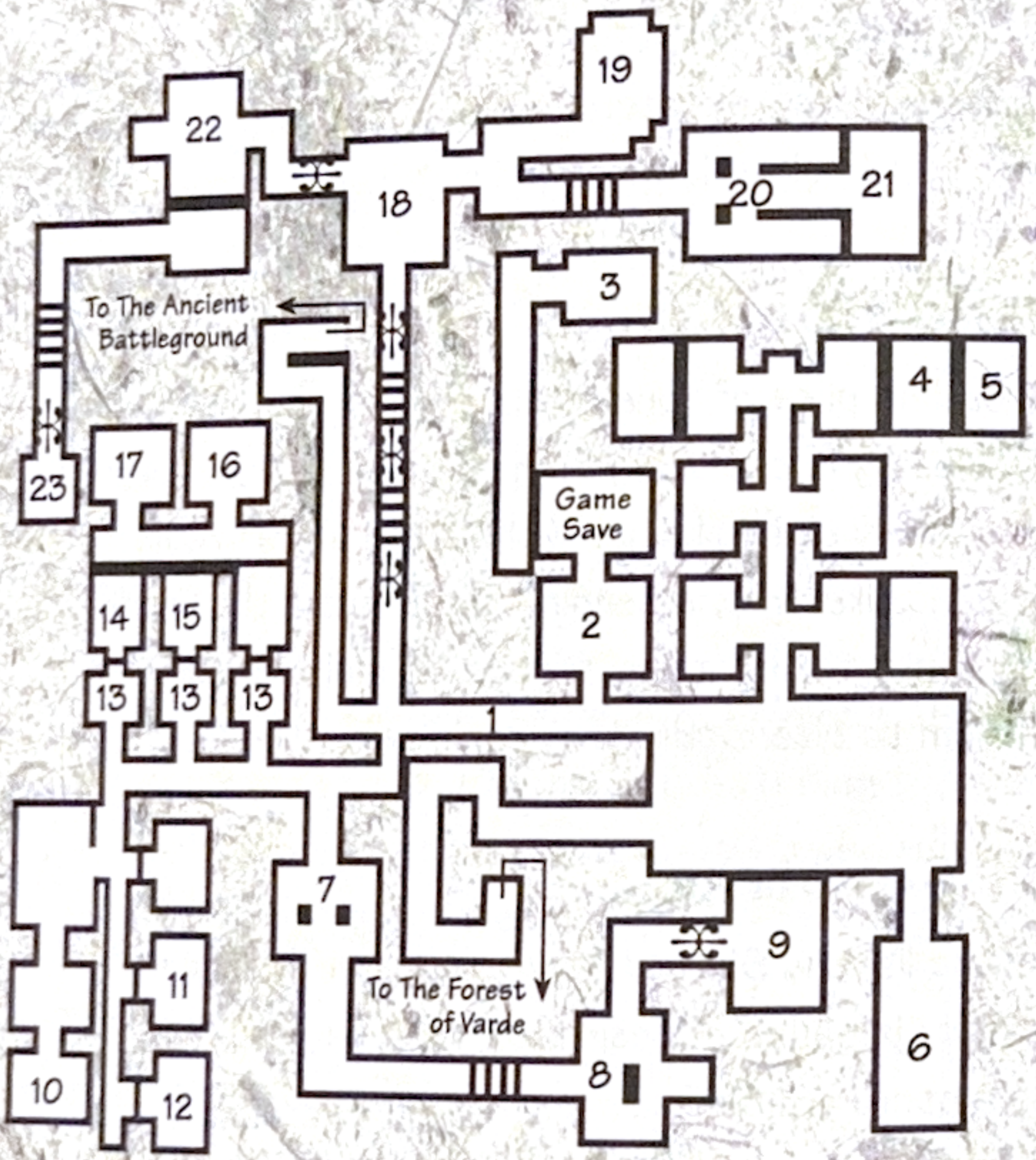
UNDEAD BORN

These plodding piles of bones pace somberly through the Verdite underground, pausing occasionally to hurl a spell of Darkness at the unwary. Thereafter, they close the gap with sneaky aggressiveness and their ribs become a vicelike trap, extending to rip apart the impaired adventurer. Bait them into taking a chest-lunge, then slide around behind them and smash them to bits. Sadly, they never carry treasure.

SKULL SOLDIERS

Next to the Psythe Skeleton, these are probably the most feared Skeletons, simply because of their skull-splitting jump attack. Though they'll fight as a standard Skeleton when you're up close to them, they'll also try leaping at you from a distance, bringing their formidable weapon down with authority. For that reason, you don't want to get in a confined area with any kind of a distance between you and these monsters. Lights out. By the time they start to appear in numbers, you should have enough fortitude, and close-combat experience, to survive until you can work your

The Garrison Barracks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To The Ancient Battleground
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To The Forest of Varde
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THE GARRISON BARRACKS

1. Dropping Skeleton Trap
2. Woeful Soldier, Arrows
3. Jail Key (Corpse), Dragon Crystal (Silver)
4. Light Arrows
5. Verdite Crystal (Magician's)
6. Arrows, Blood Stone
7. Copper Key (Evil Tree)
8. Herbal Liquid (Copper)
9. Blood Stone (Copper), Silviera's Key (Copper), Long Sword
10. Blade Traps, Iron Shield
11. Moon Stone
12. Silviera's Key (Corpse), Large Bow
13. Shoot Targets
14. Iron Helm
15. Battle Axe
16. Long Sword, Broad Sword
17. Arrows
18. Moon Stone (near Tombstone)
19. 100 Gold, Blood Stone
20. Light Arrows
21. Rapier
22. Fire Crystal, Blood Stones (2) (Copper)
23. Capricorn Sword, Wind Crystal (Magician's)

way into position for a rear or flank attack. At least they don't carry shields.

WEAPONS & MAGIC ITEMS

CAPRICORN

The happiest addition thus far to your equipment menu, the Capricorn Sword will quickly become the all-purpose weapon of choice for the majority of the game. Good numbers across the board, though it's probably a little heavy the first time you lay hands on it.

RAPIER

Poke, poke. Surprisingly effective against Head Eaters.

LARGE BOW

In the barracks, of course, this weapon has a very specific job, but you'll find it also comes in quite handy as the game goes along. Sometimes, when your defenses get high enough to handle it, you'd rather just chip away at an opponent from long range, without expending valuable Magic Points. You'll find that with a little practice, the Large Bow makes a welcome addition to your weapons.

LIGHT ARROWS

Like regular Arrows, but with 50 percent *more* filling.

BATTLE AXE, BROAD SWORD

Two more good weapons for inflicting blunt-force trauma, but neither are as versatile as the Capricorn Sword.

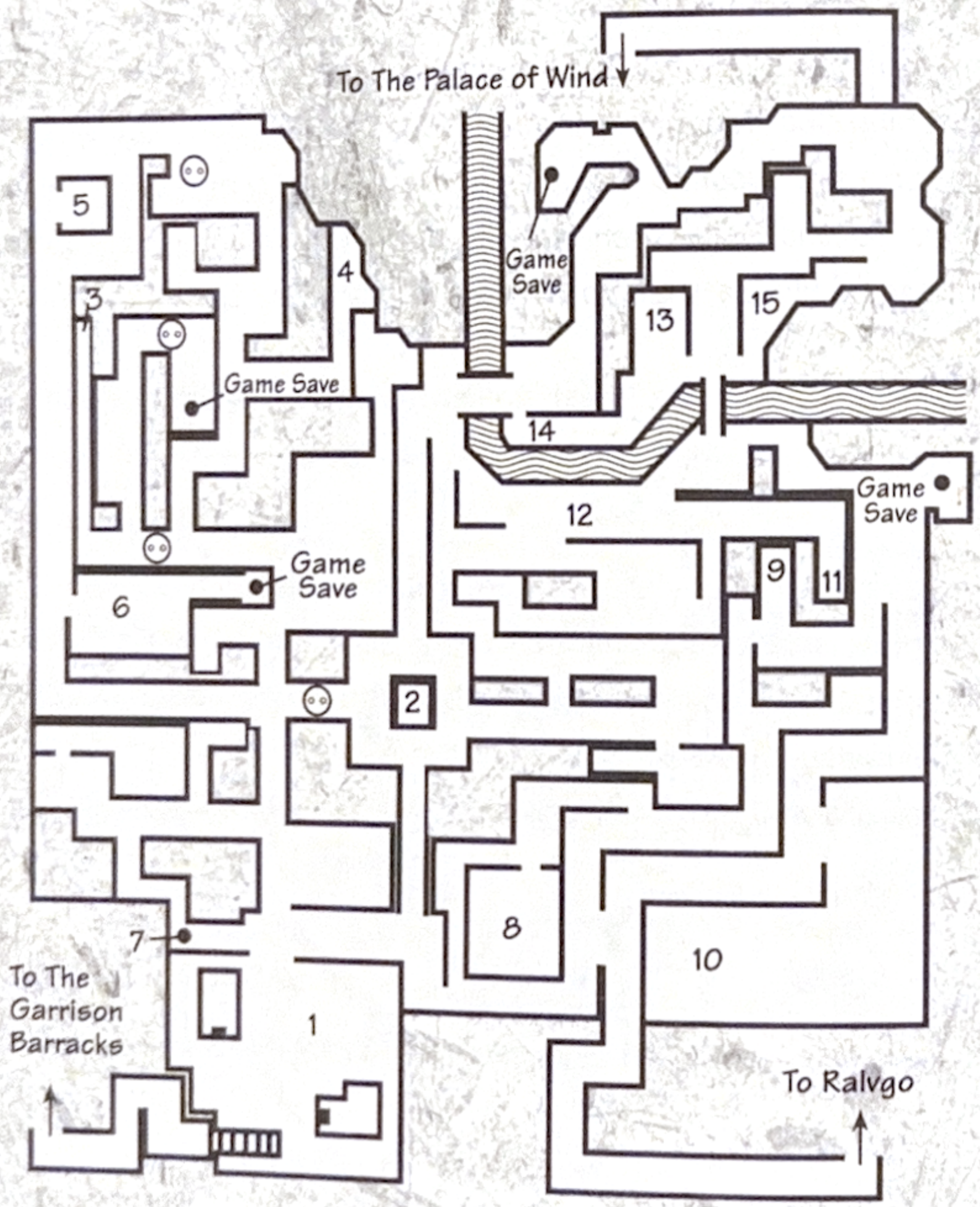
TIPS & TACTICS

Notice that you'll need a grand total of five of Silviera's Keys to reach the room where the Capricorn Sword awaits. Don't forget to go back to the statue of the Hero once you have the Capricorn Sword. You can use it to whack the star off the statue, thus unsealing the nearby chest.

In the three adjacent rooms (13), shoot the distant targets with your newly acquired Large Bow, and the door in front of you unlocks.

Reaching the Iron Shield in area (10) can be painful, but watch the blades for a few seconds and you should see a pattern develop. By sticking close to the walls, then dashing along the diagonal, you can take advantage of blades that don't extend all the way to the room's outer edge.

THE FOREST OF VARDE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To The Garrison Barracks
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To Ralvgo

THE FOREST OF VARDE

1. Robert Shrieve: Sings the Blues
2. Healing Fountain
3. 100 Gold
4. Access With Varde's Wand
5. Varde's House: Pixy Map (Automap), Ichrius' Eye
6. Light Crystal
7. Blood Stone
8. Wind Crystal (Magician's)
9. Wise Fruit
10. Arrows, Light Arrows, Silviera's Key, Green Bracelet
11. 50 Gold, Moon Stone (Reaper)
12. 300 Gold
13. High Metal Armor
14. Dragon Crystal (Silver)
15. Earth Shield

THE FOREST OF VARDE

RESIDENT MONSTERS

TWO-HEADED GRAVE POT

Twice the fun of the original, the double-barreled version gives you a wider spread of poisonous gas to contend with. Keep circling to the rear, mindful of any other beasts nearby, and don't forget your Fireballs.

GIANT STOOL

The king-size Stool is more a formidable obstacle than anything else, since you'd have to be a fool to run up and whack its stem. Stand back, and let your Fire Magic do the work.

WEAPONS & MAGIC ITEMS

GREEN BRACELET

Equipping the Green Bracelet under the Items menu increases physical strength.

ICHRIUS' EYE

One-third of the set that Leon will need to fashion Ichrius' Key, the Eye makes life in Verdite a lot easier for everyone's favorite adventurer. When activated, the Eye leaves you at the Golden Fountain outside the village of Ralugo, where you're free to drink deep and fill flasks.

EARTH SHIELD

This modest protector is one of the best magical devices you acquire early in the game. You'll be glad you have it when monsters start hurling boulders at you, and you should also notice that it recharges your Magic Points when you're walking on bare earth.

WISE FRUIT

In Verdite, wisdom doesn't come easily. At the end of the game, about 30 levels of experience from now, you're looking at a grand total of five (5) Wisdom Points. Knowing that up front helps you appreciate each piece of fruit a little more. Using the fruit adds one point to your wisdom.

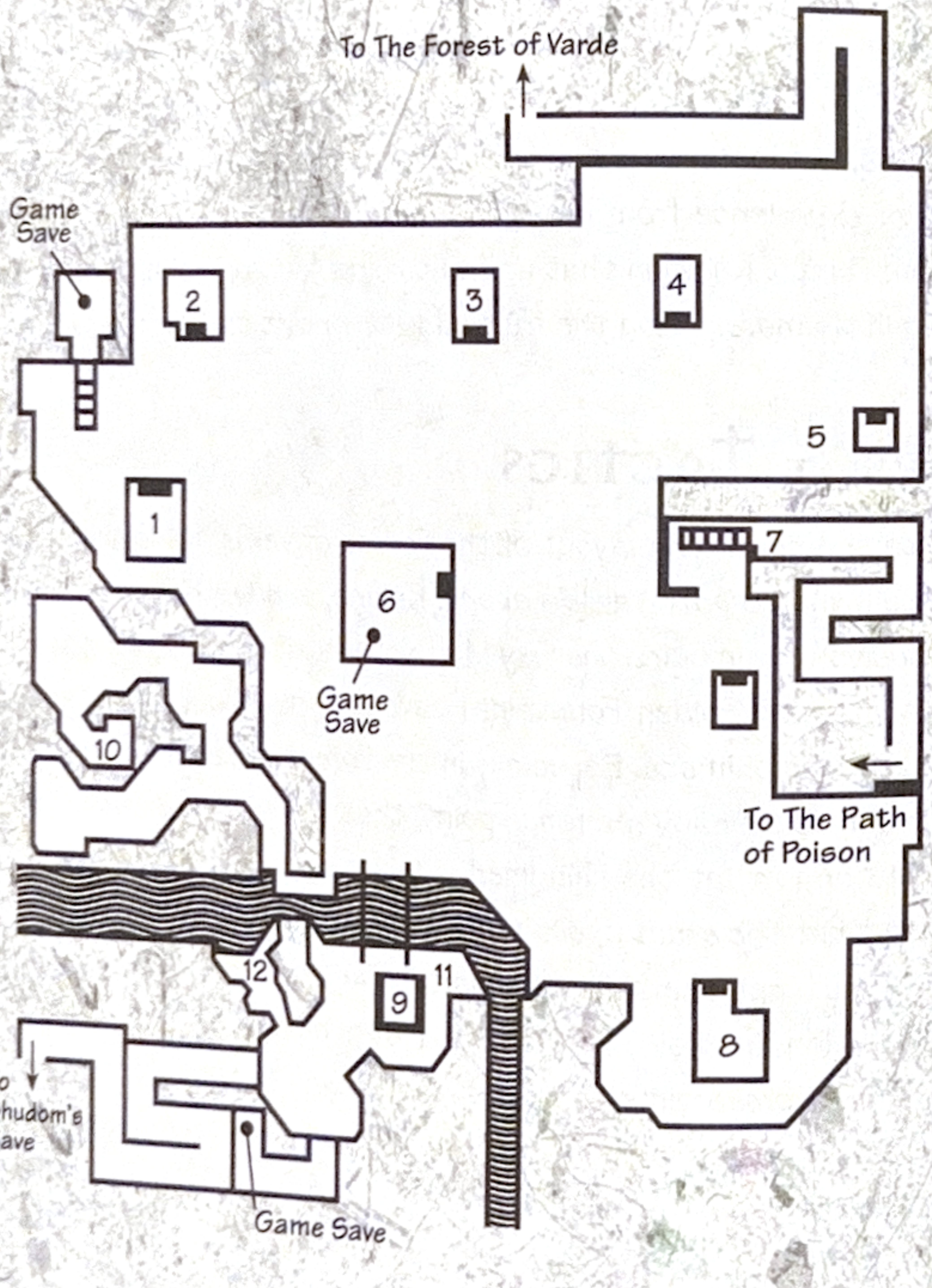
TIPS & TACTICS

Despite the perplexing layout of the Forest of Varde, the signs are accurate, pointing to both Varde's abode, Ralugo, and the Palace of Wind.

Once you begin using the Pixy Map, you'll notice that Healing Fountains (and the three Golden Fountains) have a certain look, with three thick sides and one thin one. Especially in the Forest of Varde, where the fountain becomes an easy reference point, that can lead to trouble. The easy assumption is that the thin-lined side is the side with the actual fountainhead, but the exact opposite is true. Later in the game—much, much later—you'll get the ability teleport to any of the fountains in Verdite, and that thin-lined side is where you'll step out.

When it comes time to get at the Dragon Crystal in the Silver Key chest at area (14), jump off the bridge to the east and make your way along the riverside. You can actually squeeze between a tree there and the edge of the river, though it is a little nerve-racking.

RALUGO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RALUGO

1. Mark Johnson: Wiseman (must have Wisdom of 5)
2. Janan Green, Airon Green: Second Quest (Wind Crystal, Earth Crystal)
3. Jamie Porter, Moonstone (Tombstone), Silviera's Key (Back Yard)
4. Jane Cowly: Carving Tombstones
5. Michael Hansen's House
6. Michael Hansen's Inn (Herbal Liquid)
7. Joe Santos: Thinks He's You (Silver Key, Wise Fruit)
8. Lyn Reinhardt's House: Merchant, Love Interest;. Silence Rod (Lyn's), Green Bracelet (Lyn's, Magician's), Blood Stone (Copper)
9. Golden Fountain (Ichrius' Eye Destination)
10. Blood Herb (For Airon Green)
11. Wind Crystal
12. Fire Crystal (Magician's)

Note: Lyn Reinhardt has both the Silver Ring and the Great Helm for sale.

RALUGO

RESIDENT MONSTERS

PARA STOOL

Reddish cousin of the Stool, the Para Stool emits a paralyzing cloud of vapor when disturbed. Attack them from a distance.

POISON RED EYE

Milling around in the area of the Blood Herb, this version of the Red Eye comes complete with a poison-cloud distance attack. Deal with the Para Stools in the neighborhood, then close the gap for a quick flank attack. Be careful not to get pinned in the narrow walkways.

WEAPONS & MAGIC ITEMS

GOLDEN FOUNTAIN

The first such fountain (9) you come across in Verdite makes Ralugo a likely hub. A flask-full gives a major boost to Hit Points and Magic Points, and it also cures you of any adverse condition you might be experiencing at the time.

SILENCE ROD

Strong in magic, but with no real striking power, the limitations of the Silence Rod make it impractical for most combat.

GREEN BRACELET

When equipped, the Green Bracelet increases physical strength, improving your striking and recovery time in combat. You'll need both Lyn's Key and the Magician's Key before you can get at the one in Lyn's House.

TIPS & TACTICS

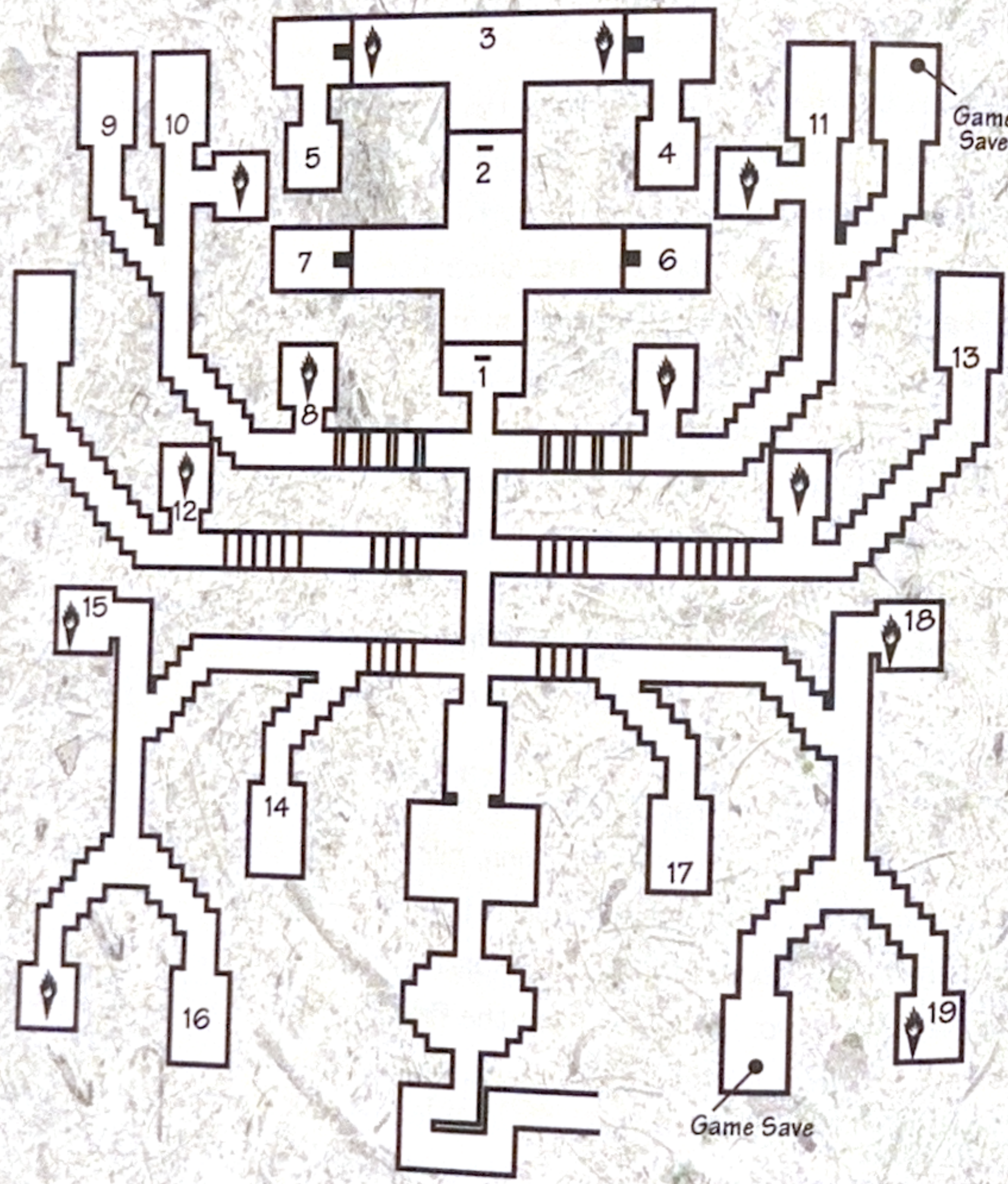
To reach the area with the Blood Herb involves a perilous trek near the Lava River. Turn so that you're facing away from the river, and slide along the path, keeping your face pressed to the cliff as you go. Getting around the first bend is the tricky part. Should you slip towards the lava, you'll have a split-second to call up your menu screen. If you can pull it up before you burst into flames, simply use Ichrius' Eye, and teleport to the safety of the nearby Golden Fountain.

Once you give Airon's mother the Blood Herb (she'll administer it), go to the nearby Inn and the door will be unlocked. Spend the night, then go back and see Airon. He'll give you the Wind Crystal he found while treasure hunting. Once you use it, you'll be granted admittance to the Palace of Wind. If you return to visit him later on, eventually Airon also gives you an Earth Crystal.

When you return from the Palace of Wind, Joe Santos will have switched sides in the tunnel he was blocking, allowing you to claim the Wise Fruit from the barrel. Also, open a panel in the wall—right where he was searching the first time you found him—and lay hands on the Silver Key.

Also, when you get back from the Palace of Wind, Jaimie lays a bridge across the lava for you, allowing you to reach the entrance to Shudom's Cave.

THE PALACE OF WIND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THE PALACE OF WIND

1. Snipe at Salamanders
2. Rush up to Virulents
3. Rush up to Virulents
4. Wind Magic
5. Wind Necklace
6. Wind Crystal
7. Moon Stone
8. Blood Stone
9. Dragon Crystal
10. Moon Stone
11. Verdite Crystal
12. Moon Stone
13. Blood Stone
14. Verdite Crystal
15. Fu-Jin Boots
16. Blood Stone
17. Moon Stone
18. Dragon Crystal
19. Wind Crystal

THE PALACE OF WIND

RESIDENT MONSTERS

SALAMANDERS

Hurling twin balls of fire, the Salamander presents a formidable foe, but luckily not a very mobile one. When you approach them in one of the passages, you can usually get the drop on them, rushing to deliver a good whack before they begin to launch fireballs. And if they do get off an attack, the changing elevations of the Palace's corridors often foil their targeting attempts. Alternately, and perhaps more prudently, seek cover, picking them off with Arrows from a distance.

VIRULENTS

Flame-belching Billents of *King's Field II*, Virulents can also be pegged from a distance with Arrows. Alternatively, you can rush up beside them, and hack them off the wall. Once you're next to them, you'll be out of their arc of fire.

PSYTHE

The Psythe Skeleton is one of the most dangerous monsters in the game, combining harsh magic attacks and a blinding-fast blade. It invariably leads with a bolt of paralyzing yellow magic, and if the bolt connects, the Psythe won't hesitate to take advantage of your dilemma. It also has the ability to Darken an opponent. This is where those Blood Stones come in very handy.

Be mindful that if you find yourself paralyzed, it's best to wait for the Psythe to close the gap and start whacking before you use the Blood Stone. Otherwise, he'll keep firing those paralyzing bolts at you, and your Blood Stone will go for naught. At close to medium range, the Psythe switches to his Dark spell, following that up with the blade. In very close combat, the Psythe is quick, but not so fast that you can't bait him into taking a swing, then slide toward his backside and smash away.

CROOKED DEMON

The most common denizen of the Palace is the Crooked Demon, a fast adversary with a damaging magic attack. Use the lamp posts and bends in the corridor to your advantage should you encounter more than one at a time, and deal your own Fire Magic when you're not fighting up close. These monsters, like others you'll meet soon, can slide toward you before delivering a blow, cheating their way through what would otherwise be a safe distance. Be mindful that you have some room to sidestep for that reason, and don't ever stand in front of them for too long.

WEAPONS & MAGIC ITEMS

WIND NECKLACE

Wearing the Wind Necklace augments your newfound Wind Magic whenever you throw a spell.

FU-JIN BOOTS

This footwear happens to be some of the coolest in all Verdite. Not only do you run like the wind with these boots equipped, but the recharge time when you stop is greatly diminished.

Tips & Tactics

There is one big trick, one task that you need to perform in the Palace of Wind, as outlined by the doorman, John Creel.

Light the lamps.

Once all of the lamps in the Palace are lit, every chest instantly unlocks with a resounding mega-click, and the goodies are yours for the taking.

If you exterminate all the monsters as you light lamps with your Fireball spell, then only a few regenerate when you backtrack to collect the loot. Be careful not to use up magic in combat when a sword will do; you'll need something to light all those lamps with and you'll want to have some magic left over to deal with the Psythe Skeletons guarding the best treasure.

SHUDOM'S CAVE

RESIDENT MONSTERS

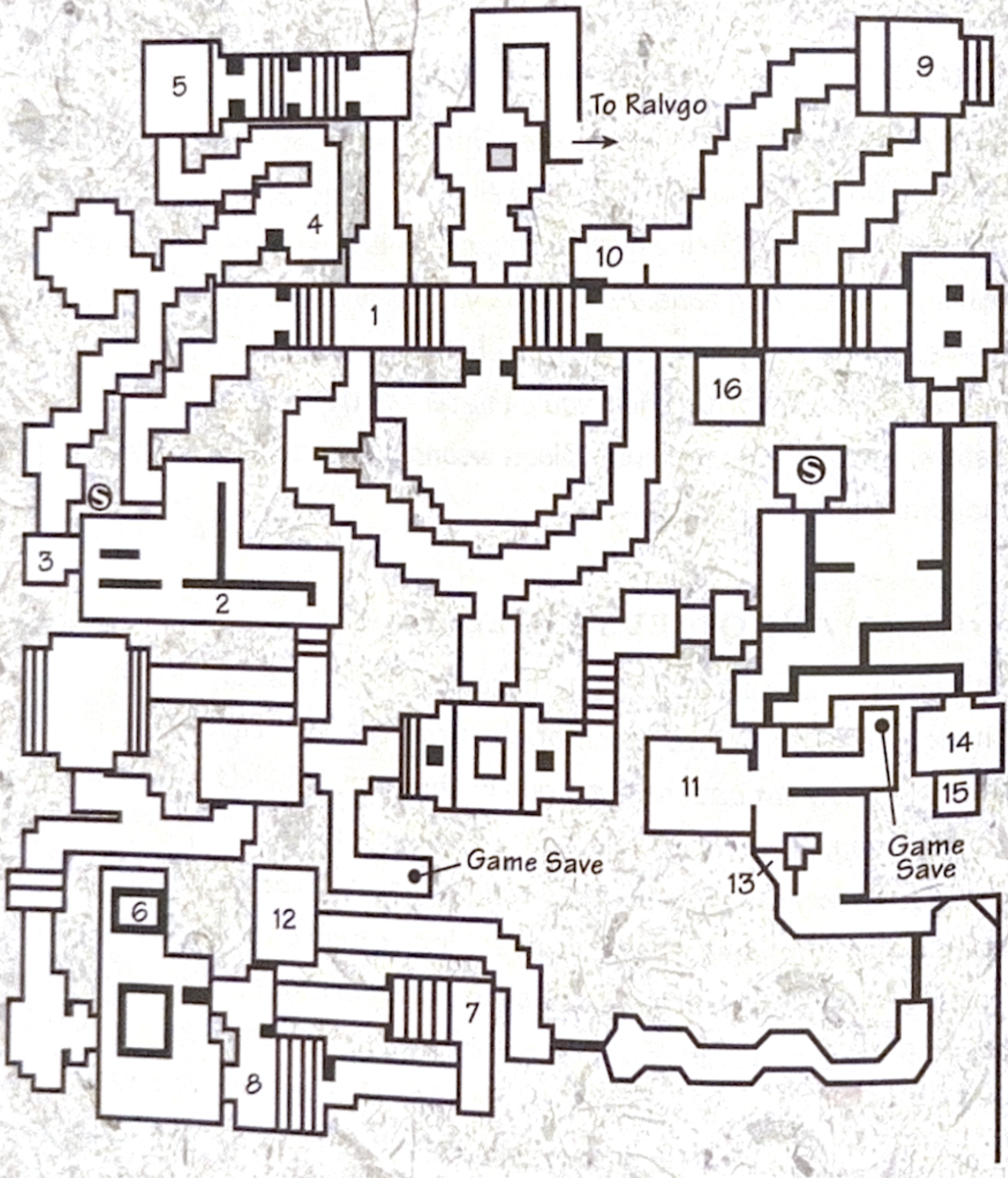
GUARD

Mindless servants of their master, Guards wait patiently for some transgressor on their turf. Strong as well as magical, with the ability to both Darken and Slow, their physical toughness is what sets them apart from other dungeon denizens. As long as you don't stand right in front of one, it's relatively easy to get in some shots of your own. Even if you become Darkened, its favorite trick, you can still see the Guard well enough to do battle, saving your precious Blood Stone until after the Guard has permanently left his post.

GOLEM/PROMEUS GOLEM

The Golem is a nasty beast, huge and hard to score a good hit on, though the impressive reach of the Crescent Axe remedies that somewhat. If a Golem catches you out in the open, it'll slide across the floor toward you, slamming into you with disorienting and painful results. Unfortunately for Golems, they tend to go into slide mode even if there's something impeding their progress, like a rock or a doorway. At that point they become little more than huge, hulking sitting ducks. If you must fight one at close quarters, simply out turn the massive monster. It's so slow to figure out what you're up to that any kind of erratic movement on your part completely befuddles it. Angle your attack upward, just below its shoulders, and chip away at the big brute. If you have to jump down into a room with a Golem or two, and there's nothing on the

SHUDOM'S CAVE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SHUDOM'S CAVE

1. Blood Stone (Corpse)
2. Vantage Point
3. Jump Down
4. Dragon Crystal
5. Herbal Liquid (Copper)
6. Earth Crystal (Bridge Switch)
7. Promeus (Promeus Golem)
8. Verdite Crystal
9. Globe Amulet (Golem)
10. Crescent Axe
11. Earth Magic
12. Magician's Key (Bone Pile), Promeus (Bone Pile), Black Jewel (Tombstone)
13. Verdite Crystal (Magician's)
14. Earth Crystal (Magician's)
15. Fire Knuckles (Magician's)
16. 1000 Gold (Magician's)

floor to keep them from sliding in your direction, make haste for the nearest exit before turning to engage. Beware the boulder attack of the Promeus Golem.

GARTH

Another variation of the wall-mounted face fixture, Garths hurl boulders. In Shudom's Cave, they usually intend to knock you from some precarious ledge with their attacks. Strap on the Earth Shield, and don't stand in one place too long. In the Cave, you can generally ignore the Garths as long as your defense and Hit Points are in good shape; otherwise your Bow is your best friend.

WEAPONS & MAGIC ITEMS

CRESCENT AXE

As long as your strength is sufficient and the Axe doesn't take all day to swing, this makes a fine weapon for battering Golems and smashing Skeletons. If it seems a little sluggish, both in delivery and recovery time, shelve it until your strength goes up a bit, then try again.

PROMEUS

Coveted by Dwarfs throughout Verdite, the chunks of Promeus you find will soon become some of your finest armor. Do *not* sell it.

GLOBE AMULET

The Globe Amulet increases your magical defenses across a broad range, and you should probably wear it when you're not tailoring your equipment to a specific situation. While equipped, it also heals Hit Points.

BLACK JEWEL

Considered Shudom's masterpiece, this ring draws on the earth's own energy to boost your Earth Magic capabilities.

FIRE KNUCKLES

Wearing the Knuckles increases your Fire Magic power.

TIPS & TACTICS

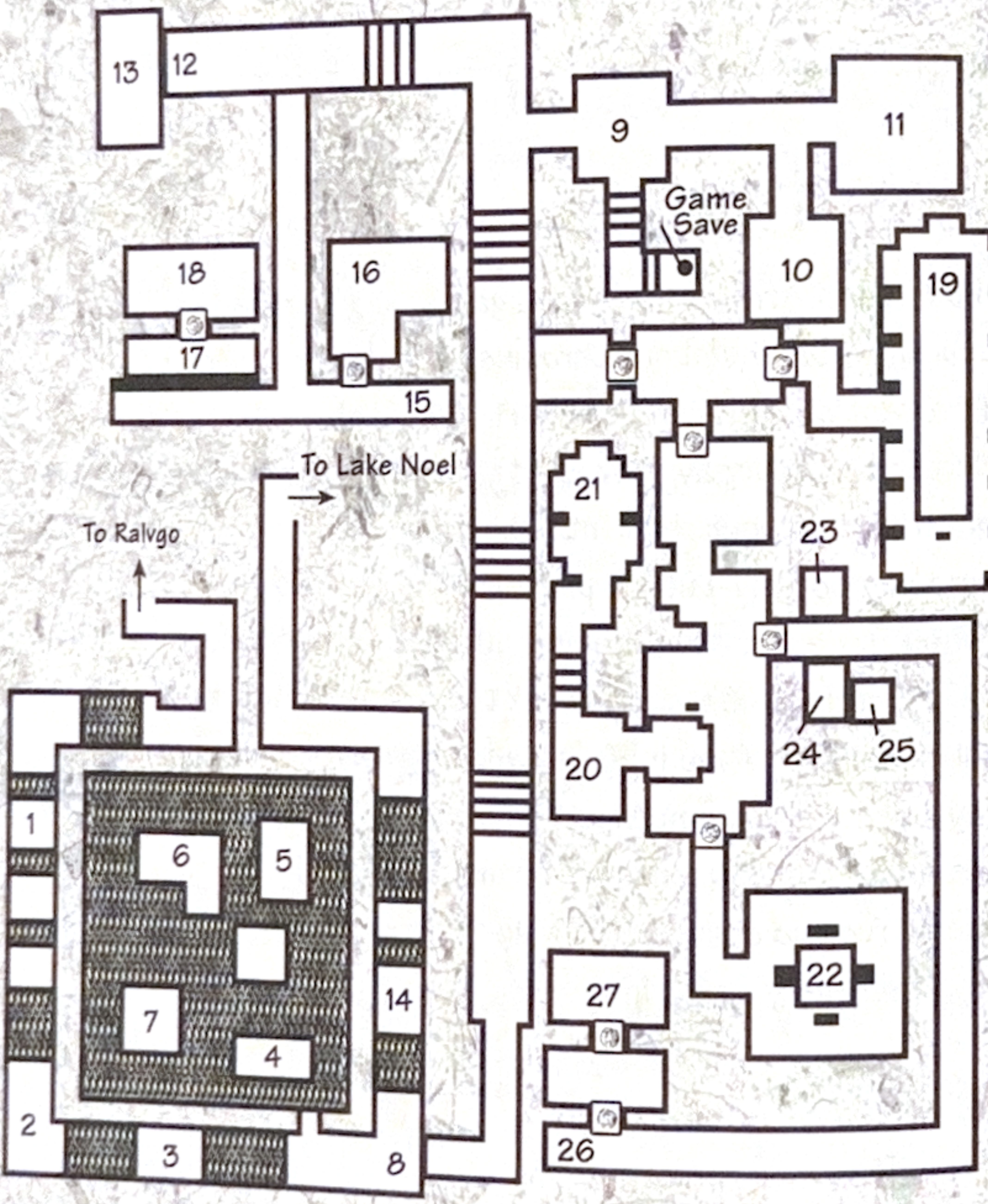
Remember that Arrows work well against the Garths that line the lava pits, and don't be shy about throwing your Missile Shield spell for a little added protection. That and the Earth Shield should make the trip livable.

To enter the doorway at area (3), you first jump down to one walkway, then down and to your right into the doorway. There's a walkway extending from the doorway, but jumping straight down to it is a bit precarious.

In order to enter the chamber at (12), you first have to kill all the Golems in Shudom's Cave. If you ask the giant skeleton outside the chamber, he'll explain it to you in detail, and only move the boulder blocking the doorway when you've completed the task. Notice that a Golem lurks outside the numerical sequence of rooms in area (14).

Once you've laid claim to the Magician's Key, feel free to backtrack. You can now open every chest in Verdite.

The Path of Poison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THE PATH OF POISON

1. 50 Gold (Wall Panel)
2. Morning Star (Wall Panel), Poison-trap Chest
3. 100 Gold (Wall Panel)
4. Poison-trap Chest
5. Silver Ring (Bone Pile)
6. Herbal Liquid (Behind Chest)
7. Silviera's Key
8. Secret Door Between Torches
9. Poison-trap Chest, Blood Stone
10. Silver Key Chests: Poison-trap, Antidote, Rai-Jin Gloves
11. Silver Key Chests: Empty, Blood Stone, 300 Gold, 20 Gold, Empty, Crystal Flask, 5 Gold, 70 Gold, Empty, Silviera's Key
12. Fire Crystal (Alchemine)
13. Aquarian Boots
14. Broad Sword (Wall Panel)
15. Orladin's Key (Bone Pile)
16. Orladin's Key, Light Crystal (Orladin's)
17. Water Crystal (Raymire)
18. Orladin's Key (Orladin's), Power Fruit (Orladin's)
19. Orladin's Mail, Orladin's Key
20. Orladin's Key (Bone Pile)
21. Fire Crystal (Alchemine), Orladin's Pic (Orladin's), Orladin's Key
22. Light Crystal (Orladin's)
23. Orladin's Keys (2)
24. Orladin's Key
25. Power Fruit (Orladin's)
26. Orladin's Key
27. Orladin's Guard

THE PATH OF POISON

RESIDENT MONSTERS

ALCHEMINE

The wasplike Alchemine is a hideous foe, hurling two types of Fireballs with regularity. The lesser attack is akin to a Fireball spell, which it flicks off with one of it's front legs. When it rears up, however, it unleashes a massive Firestorm of damage that homes in on the target. Until you lay hands on the Fire Mail armor, you simply have to absorb some punishment and try to stay behind the creature. If it gets you in its sights: Firestorm city.

RAYMIRE

The serpentine Raymire is a Water Magic creature that likes to stand back and hurl a high-end Haze spell in your direction. For the uninitiated, that's like poison with a magic punch. The Raymire's weakness is its mobility, since it's impeded by its long tail. Once you manage to put yourself behind the monster, it's a relatively easy trick to stay there and take care of business. When fighting a pair, you have to stay mobile, or the more distant of the two will pump you full of poison.

SKULL TRAP

Yow! The impressive Skull Trap swings back and forth in the corridors of Orladin's treasure area, casting spells of Darkness to and fro. Timing is everything. If the mechanism is moving away from you as you run toward it, it won’t be able to Darken you before you pass underneath. Don’t stop moving, even if it scores a hit. Thus Darkened, you might as well run until you hit a wall, then lift the spell. There’s nothing in the corridors with the Skull Traps to take advantage of your unfortunate situation.

WEAPONS & MAGIC ITEMS

SILVER RING

The Silver Ring, luckily enough, helps to ward off the effects of poison. Equip it as soon as you pick it up.

AQUARIAN BOOTS

Your reward for living through that first Alchemine is the vaunted Aquarian Boots, without which Lake Noel is completely impassable. Once the boots are equipped, a network of luminescent water bridges can be traversed to various small islands in the lake.

ORLADIN’S MAIL

Even after you get (supposedly) better armor toward the end of the game, it’s hard to resist the allure of Orladin’s Mail. Whenever you’re going into combat and plan on throwing some heavy magic, slip into Orladin’s. With the suit equipped, spells only cost you half the Magic Points that they normally would.

ORLADIN’S GUARD

Once the “eyes’ appear on Orladin’s Guard, it greatly augments Light magic, while decreasing physical strength.

TIPS & TACTICS

At first, the Path of Poison will literally be sucking the life out of you. Keep those Antidotes handy, and go for the Silver Ring resting in the bones on the platform (5).

On your first trip to the Path of Poison, be satisfied to open all those Silver Key chests and to claim the Aquarian Boots. If you start kicking in Orladin's doors too early, you're in for a world of hurt. Most of them require Orladin's Keys, which you can only purchase at the Cave of the Dwarf or gather from Guards in the Maze Temple of Orladin.

Of course, the Maze Temple is so near the end of the game, you'll probably want to deal with the Dwarf merchant. He covets some useless items you'll soon acquire—the Groundal Armor—so keep that option in mind. You should also probably get hold of the Fire Mail first, or the horde of Alchemine guarding Orladin's treasures will have you for lunch—well-done, of course.

LAKE NOEL

RESIDENT MONSTERS

LOG STALKER

Another refugee of Melanat, the Log Stalker combines a fearsome magic blast with a head slap that'll send you reeling. Which is a bad thing if you happen to be standing on a small island in the middle of Lake Noel. Use the torch pillars for cover, and try not to draw attention to yourself until you're ready to engage.

WEAPONS & MAGIC ITEMS

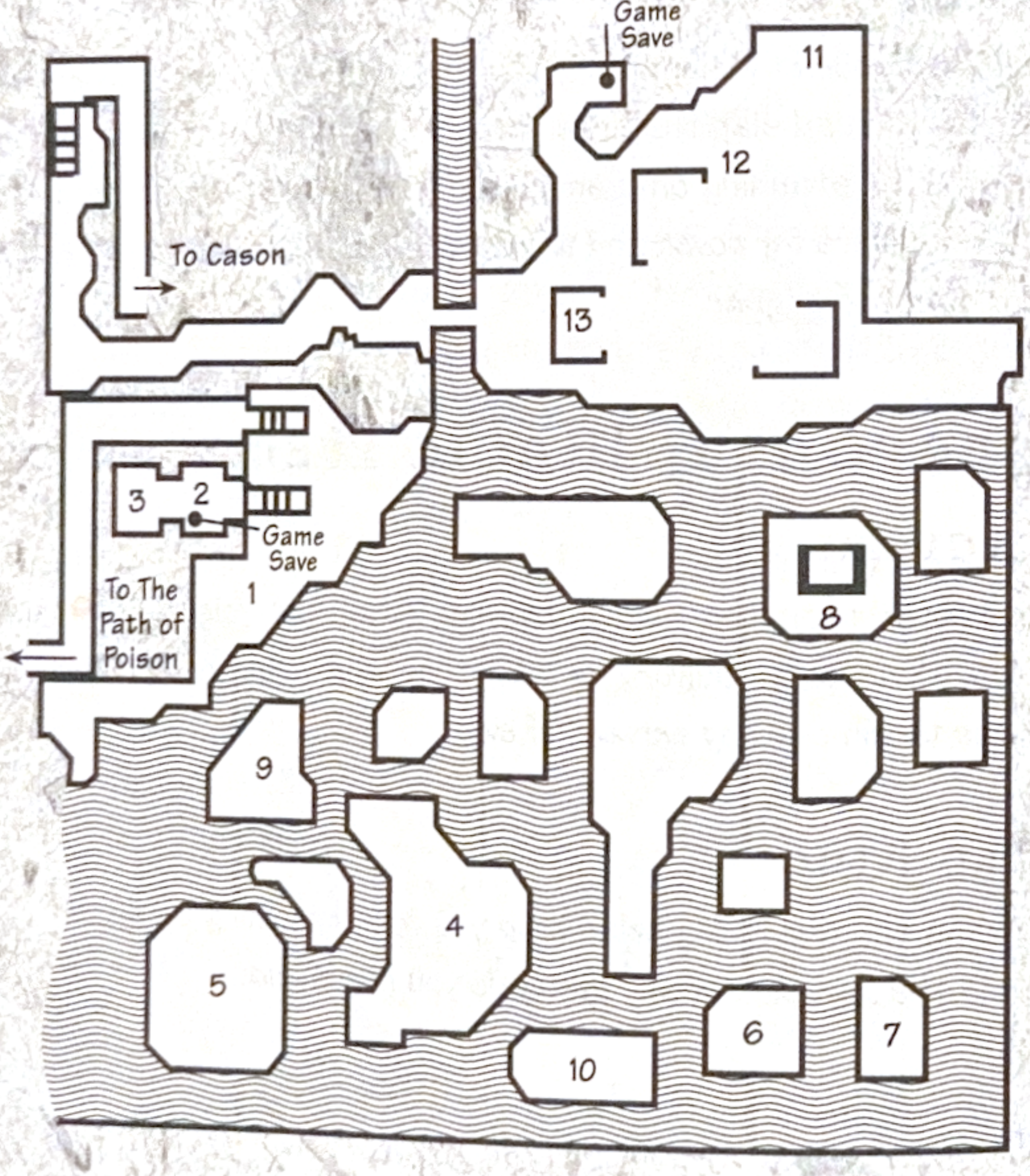
VOLGUARD

Even better than the regular Morning Star, the Volguard is the holy version. Perfect for pulverizing Skeletons and doing godly amounts of damage to almost any servant of evil.

GOLD RING

Equipping the Gold Ring helps keep you from becoming paralyzed, and it lessens the duration of any paralysis you might endure.

Lake Noel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LAKE NOEL

1. Tim Lindquist: Merchant, Light Arrows, Moon Stone (unlocked Chest)
2. Zul Arifin: Opens Door for a Price
3. Water Bridge Wheel
4. Light Arrows
5. Water Magic
6. Light Arrows
7. Volguard (Magician's)
8. Healing Fountain
9. Water Crystal (Magician's)
10. Water Crystal (Log Stalker), Water Crystal (Magician's)
11. Light Arrows
12. Power Fruit (Tombstone)
13. Gold Ring (Mel Morris: Log Stalker)

TIPS & TACTICS

Yes, it's the wheel of fortune, Zul Arifin style.

The big trick to Lake Noel is knowing that Zul is going to keep asking for donations to open the wheel-room door, each increasing in value, until you hit on the path to the Water Magic teleporter.

In order to reach the callouts on the map as they're listed, and to make Zul surrender Water Magic for the price of an Earth Herb, you first turn the dial four clicks. That'll get you to callouts (4) and (5).

Once you've been granted Water Magic, you can return to the wheel room and open the door for yourself. At that point, give the wheel one more click (for a total of five from the starting position). That makes a path to callouts (6), (7), and (8).

Afterward, turn the dial three more clicks. It should now be oriented two clicks from its original position, which was with the purple block at the top. Callouts (9) and (10) are yours.

Finally, one more click gets you to the last set of islands, as well as to the shore to the east.

At area (14) you can pause and have a chat with Mel Morris, such as he is. You'll notice he makes no move to attack, though he does seem curious. Use the Truth Glass on him for the rest of the story, and notice the note from Gigi to Alexander, on the rock wall to your right as you approach the bridge.

THE PATH OF THIEVES

RESIDENT MONSTERS

PUPPET

The loathsome Puppet will quickly become one of those monsters you hate to see up ahead of you in the dungeon. Nothing seems to kill them quick enough, even if you're toting some impressive Fire Magic. Still, you might as well warm them up a little before you start hacking. Try to close the gap and bait them into taking a swing at you instead of hurling those energy crystals, then slip around behind them and pound away.

WEAPONS & MAGIC ITEMS

EVIL CRESCENT

Looks cool. Is evil. Should you be foolish enough to equip something "evil," you'll soon discover that the Evil Crescent paralyzes you every few minutes. Unload it for cash.

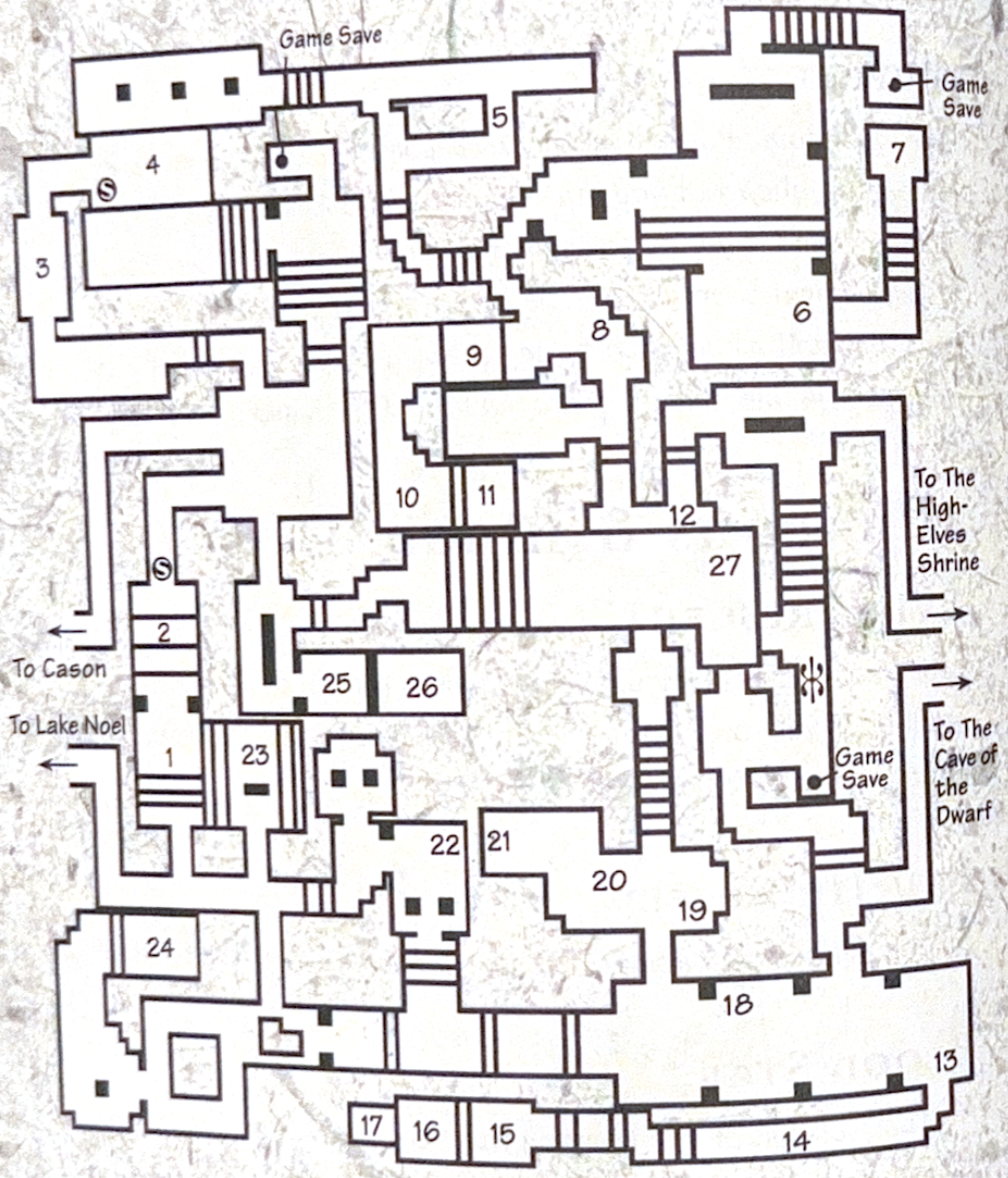
RYU-JIN SHIELD

Solid but not spectacular defense, it does augment the Fire Mail well.

BLOOD STAR

Another version of the Morning Star, the Blood Star actually sucks the life out of your opponent, transferring it into you. The catch is that it

THE PATH OF THIEVES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THE PATH OF THIEVES

1. Skeletons in Chests
2. Power Fruit, Light Arrows (Silver)
3. Skull Soldier, Herbal Liquid in Chest
4. Puppets, switch for trap in (3)
5. Dropping Skull Soldiers
6. Arrows
7. Silver Key
8. Light Crystal (Magician's)
9. Blood Stone
10. 500 Gold
11. Evil Crescent, Ryu-Jin Shield
12. Franz Stoppenbach: Student of Krone Licht
13. Arrows
14. Dropping Skull Soldiers
15. Wind Crystal (Skull Master)
16. Verdite Crystal (Magician's)
17. Blood Star
18. Silver Boots (Silver)
19. Silviera's Key
20. Silviera's Key
21. Silver Arms, Spear Trap
22. Moon Stone
23. Blood Stone (Copper)
24. Verdite Crystal, Gold Ring
25. Moon Stone (Copper)
26. Fire Mail (Skull Master)
27. Moon Stone

drains your Magic Points as part of the bargain. The bottom line: An amusing toy, but you can probably do better.

Silver Boots

The Silver Boots provide added protection against poison.

Silver Arms

The Silver Arms provide added protection against paralysis.

Gold Ring

The second of the game's pair of Gold Rings, this one also protects against paralysis.

Fire Mail

One of the most solid items in the game from a defensive standpoint, the Fire Mail renders you practically impervious to harm from magical fire attacks. Strap it on, and you can literally laugh in the face of an Alchemine.

Tips & Tactics

Notice that it's simple to get from Lake Noel to Cason using the Path of the Thieves, just in case you want a small respite before tackling the tunnels of the Dwarf. Not that Cason is a cakewalk, mind you, but it does boast the game's second Golden Fountain.

Also, you'll want to leave a key in the Silviera's Door between the entrance to the Cave of the Dwarf and the High-Elves Shrine, just for ease of access. It's hard enough to make a quick trip across the level without getting jammed up at that door.

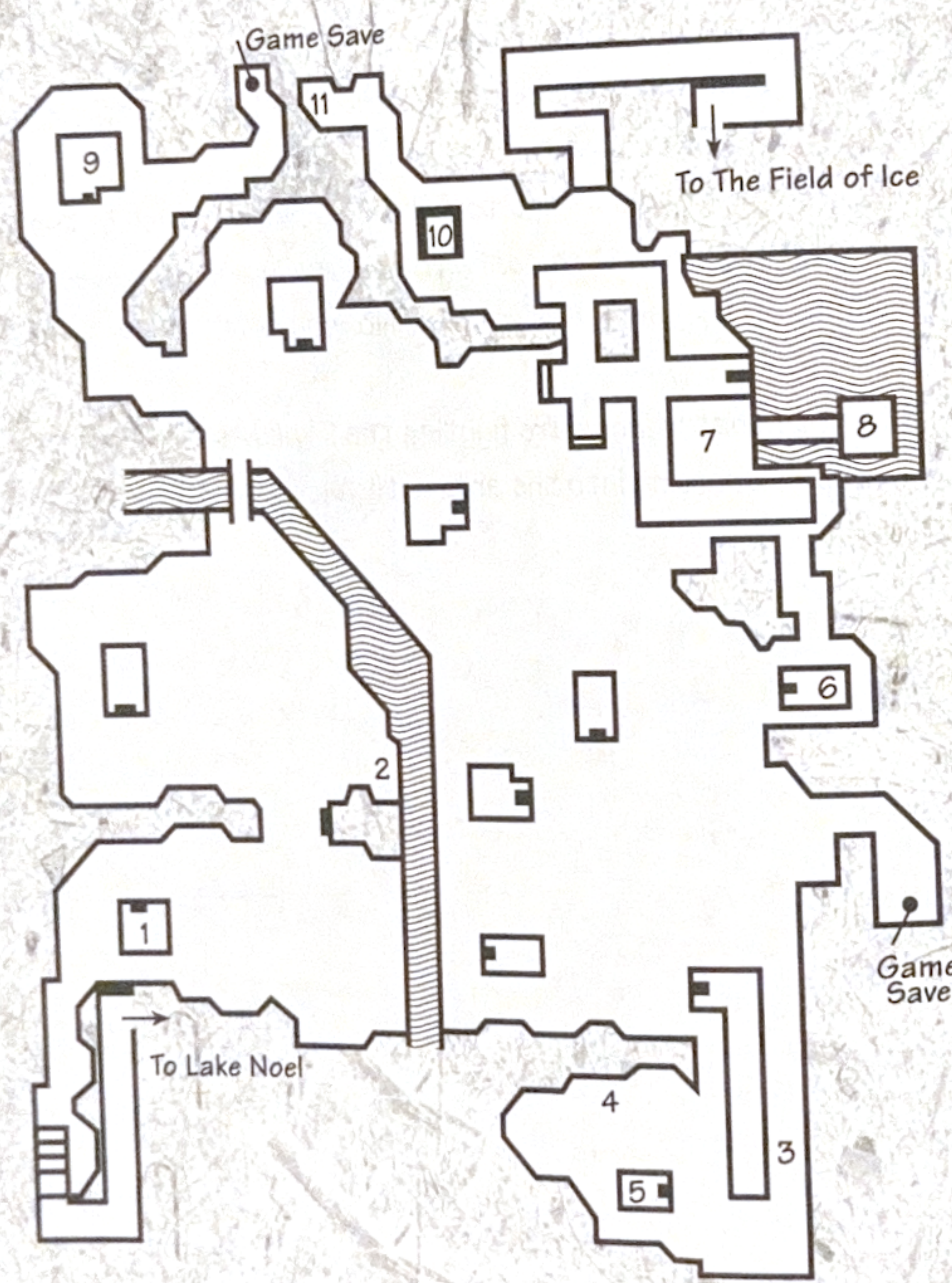
When you first encounter the Puppets, fight to the south side of the ledge and you can avoid incoming fire from Puppets below you. As for those monsters, use the huge pillars in their area to screen their attacks, and deal with them one at a time.

In the area of (5), you want to fight the Skull Soldier in the north-south passageway first, then deal with the two in the east-west avenue.

Yes, that is the second Silver Key. No, you don't need two for any reason.

Finally, note that when you're fighting the Skull Masters, lesser Skeletons will keep teleporting into the area until you deal with the big guy. Take him out first.

Cason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Cason

1. Toni and Priscilla Gomez's House: Priscilla, in the garden, introduces the plight of Lord Veyrac
2. Gold
3. Silver Ring (Corpse)
4. Wise Fruit (Barrel)
5. Toni Gomez: Supplies Orladin's Pic to rescue Lord Veyrac
6. Circle to Right of House to Discover Passage
7. Water Crystal in Barrel
8. Vaculacia Sword (use Aquarian Boots to reach island)
9. Lord Veyrac: Bestows Ichrius' Wings when Saved
10. Golden Fountain (Ichrius' Wings Destination)
11. Dragon Head Helm (Silver)

CASON

THE QUEST: RESCUING LORD VEYRAC

The loyal swordsman Lord Veyrac has been turned to stone, and you'll have to fight a major slugfest to gain his house and use the Orladin's Pic (from Toni Gomez) to free him. Once he's (relatively) mobile, he'll give you Ichrius' Wings.

RESIDENT MONSTERS

GRAVE SHADOW

Lower in intelligence than the other disembodied spirits of *King's Field II*, the Grave Shadow is a one-trick pony, but it's a decent trick. Usually you'll find them cringing in the abandoned houses of Cason, barely visible, and just waiting for an adventurer to Darken. After a few shots of its Darken spell, the Grave Shadow generally dissipates into nothingness, leaving its hapless victim to the tender mercies of the other monsters in Cason.

WEAPONS & MAGIC ITEMS

ICHRIUS' WINGS

The second of the three artifacts of Ichrius, the Wings teleport you to the Golden Fountain here at Cason.

SILVER RING

The second Silver Ring in the game waits on a Corpse that you can only reach after passing through the long, narrow house! As with its twin, this Silver Ring protects against poison.

WISE FRUIT

Another precious Wise Fruit waits in the barrel outside the house where you'll meet Toni Gomez.

ORLADIN'S PIC

You are given an Orladin's Pic for the express purpose of loosening up Lord Veyrac, but there are actually more of these in the game than you'll ever find a good use for. Anything living that has been turned to stone can be reverted to flesh form by employing one of Orladin's Pics.

VACULACIA SWORD

The Vaculacia Sword is strong in Water magic, and you'll notice that some of the high-end monsters take particular exception when you employ it.

DRAGON HEAD

One of the few helms in the game that doesn't appear as part of a complete set of armor, the Dragon Head provides a significant boost in your defenses over a broad spectrum.

TIPS & TACTICS

As you arrive at Cason, your first priority should be, of course, to save the game. The northwest Save Crystal can be hazardous to reach, and you need to acquire Orladin's Pic before the vicinity of Veyrac's House is of any interest to you. With that in mind, cross the bridge over the stream and make haste for the Save Crystal along the eastern perimeter. Don't worry if you're abused a bit en route—you'll soon be able to heal yourself sufficiently at the Golden Fountain nearby.

Whatever you do, don't use the Orladin's Pic that Toni Gomez gives you to free the solidified Head Eater near the Golden Fountain. It's far more important to get Ichrius' Wings from Lord Veyrac. After Veyrac is freed, return to Toni, then visit her at her house, where Priscilla is working in the garden. Back at her house, Toni will give you a Pic to use on the Head Eater.

Though the village of Cason only introduces one new nemesis—the Grave Shadow—the wide-open spaces are an invitation to a monster melee of grim proportions.

Realize that there are definite encounter areas within the village, and you're better off proceeding at a steady pace—once you've saved the game—than to stir everyone up at once.

By moving carefully into each new region, and noticing the monsters as they appear on the perimeter of your view, you can deal with them effectively. If you become darkened by a Grave Shadow, you'll have to lift the magic to continue the fight, but don't be so quick to lift a curse. Cason is crawling with Race, and until you thin them out somewhat, catching a curse or three is inevitable. It's best to suffer that sickly yellow screen until the coast is relatively clear than to waste a Blood Stone.

Depending on when you free him from his petrified fate, Lord Veyrac is capable of teaching you swordsmanship. Return to him whenever you go up a level, and eventually he may offer to show you a thing or two. If he doesn't, it's only because your strength and intelligence have exceeded his own ability.

THE CAVE OF THE DWARF

RESIDENT MONSTERS

HELL WORMS

As long as you don't stand right in front of them, the average Hell Worm is hardly an intimidating foe. Slow to pivot and defenseless from the rear, only the larger worms present any kind of problem. When you come upon the Big Three, hammer one or two with magic, then start hacking once the odds are more even.

GARAN LIZARD

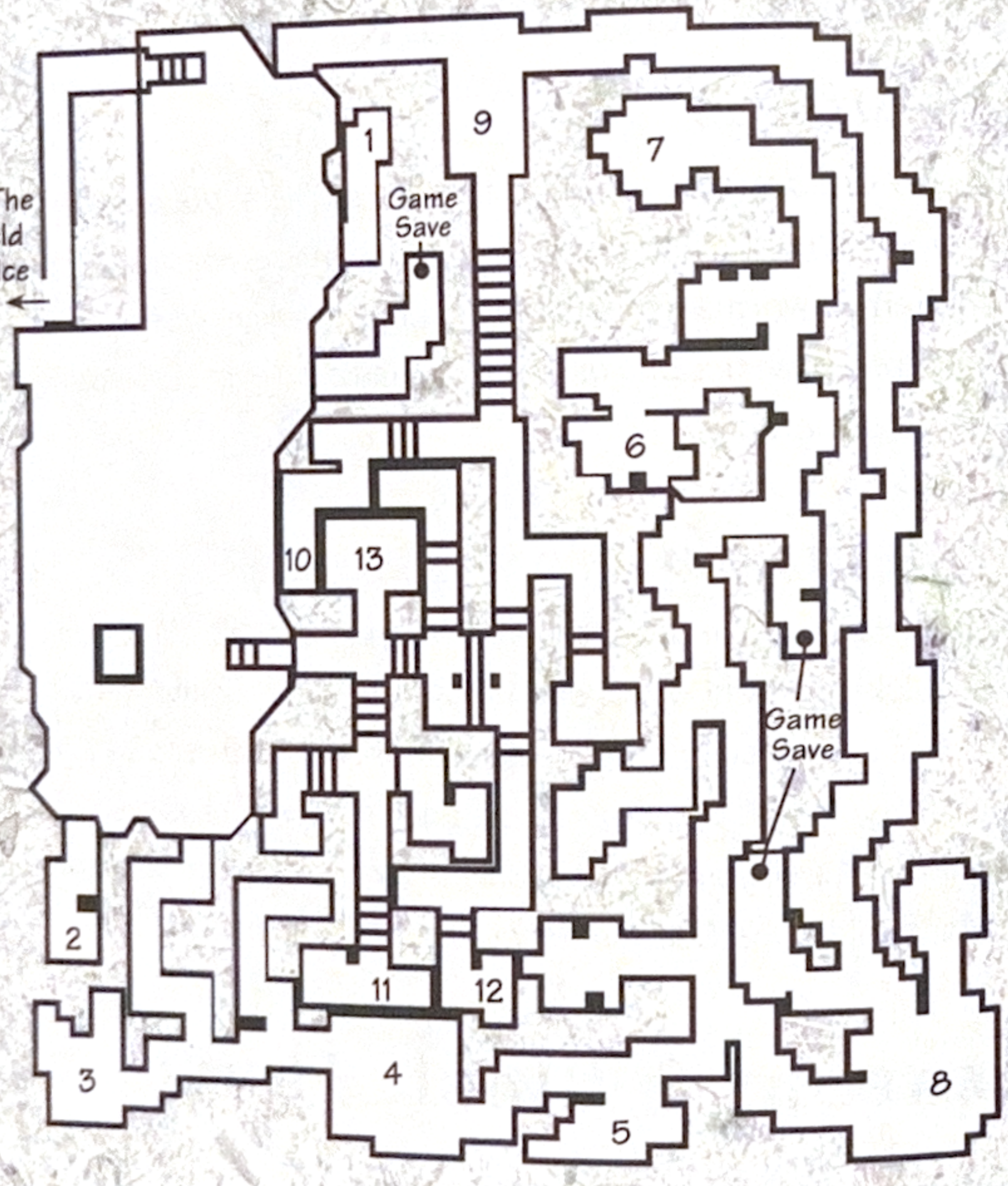
Capable of both a Wind Cutter and Tornado attack, the Garan Lizard is also a quick and wily opponent in hand-to-hand combat. They can skid toward you before they strike, so a simple backward retreat is ineffective. Be mindful you don't get cornered against the rocks; keep turning and crossing over until you spy an opening. Once you pick up the Morguline Axe, use it to punish the Garans as well as the Golems.

WEAPONS & MAGIC ITEMS

ELCHRIS BOW

The Elchris Bow is an insanely accurate weapon, built for those Light Arrows you've been toting, but it draws off Hit Points as long as it's equipped.

THE CAVE OF THE DWARF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THE CAVE OF THE DWARF

1. Marcus Peppers: Digging for Promeus
2. Blood Stone in Bone Pile
3. Gullick Risty: Dwarf Merchant; sells Orladin's Keys, Orladin's Pics
4. Arrows
5. Arrows
6. Fire Crystal (Hell Worm)
7. Water Crystal (Unlocked Chest)
8. Verdite Crystal (Hell Worm)
9. Jens Stensland: Blacksmith; capable of fashioning armor from Promeus
10. Silviera's Key (Slime)
11. Morning Star
12. Dwarve's Key (Slime)
13. Rojee's Resting Place: Power Fruit (Tombstone), Elchris Bow

TIPS & TACTICS

Gullick Risty will sell you one of Orladin's Pics, if you don't happen to find one on a Hell Worm in the outer area. With it, you can dispose of the Head Eater near the Golden Fountain in Cason and make your way through the tunnel beyond to the Field of Ice. Risty will also sell you Orladin's Keys, though they are a bit pricey. Later on, you can acquire enough keys to explore the rooms in the Path of Poison by more conventional means, but by then you are about to acquire Ichrius' Armor, and Orladin's goodies seem somewhat of an afterthought.

Consider selling the cursed Groundal Armor to Risty. It's worthless to you, and he puts a ridiculously high value on it.

Jens Stensland is a master craftsman, and his medium of choice is the raw chunks of Promeus you've recently begun to collect. For each piece you bring him, he can fashion one piece of armor, though he'll only work on one piece at a time. Once you've collected the final piece of Ichrius' Key, it'll be easy to come back and see him occasionally; collecting his latest masterwork and dropping off another hunk of Promeus.

THE FIELD OF ICE

RESIDENT MONSTERS

POLARIS

The Ice Demon Polaris is pretty much a push-over by this point in the game, as he wields weak magic and offers nothing new in the way of hand-to-hand tactics. As explained in the Tips & Tactics section, there's a reason for that.

GARAN TESS

The Garan Tess are formidable opponents, as they have serious magic attacks of Earth Wave and Stone. Add to that their tremendous stature and the rolling landscape, and close combat becomes an adventure despite the Tess's poor pivoting. Stay out of crowds, and stay behind these monsters if at all possible. Baiting them into taking a swing with their big hammer is generally less painful than standing off and absorbing a ton of magical punishment.

WEAPONS & MAGIC ITEMS

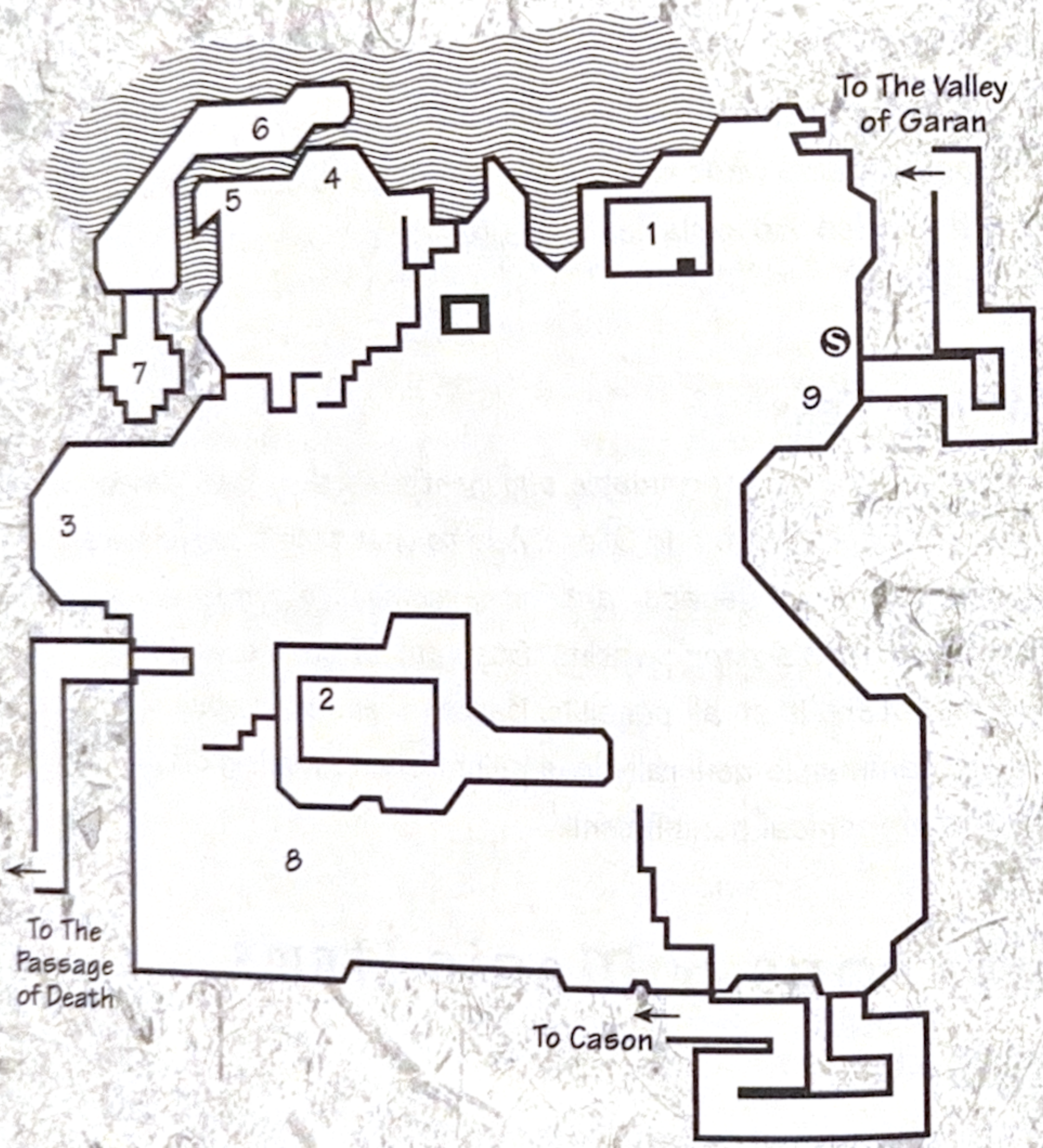
PROMEUS

Scour the bottom of the pit for another hunk of Promeus.

RYU-GA SWORD

Like its predecessor in the original *King's Field* game, the sword of the Samurai is imbued with the power of Wind.

THE FIELD OF ICE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To The Passage of Death
To Cason

THE FIELD OF ICE

1. Lyn (Lyn's Key, Lyn's Note)
2. Promeus
3. Light Arrows
4. Wind Crystal (Tombstone)
5. Water Crystal (Near Treeline)
6. Jump to Island
7. The Tomb of the Samurai: Ryu-Ga Sword, Crystal Flasks (2)
8. Groundal Shield (Garan Tess)
9. Sealed Cave

GROUNDAL SHIELD

The armor of the Garan, the Groundal equipment is a cursed lot. You'll find that equipping the Shield will leave you Darkened until it's removed. As noted, the Dwarves value this junk highly, and you might consider unloading it in the Cave of the Dwarf and putting the gold toward Orladin's Keys.

TIPS & TACTICS

The first time you visit the Field of Ice, it's important to go to the inn on the cliffs and see Lyn . . . perhaps for the last time.

She'll give you Lyn's Key, which opens her house back in Quist. She'll also give you some background on Lyn's Ring, which you'll soon acquire under dire circumstances.

Also, the first time you visit the Field of Ice, you'll see that the cave entrance (which leads to the Valley of Garan) is sealed. On your second trip, a chunk of rock near the entrance will have broken off, revealing a pin that clears the grim obstruction.

During that second trip, stop by the inn again and pick up Lyn's Note.

In order to reach the Tomb of the Samurai, far below the cliff, you'll need somewhere in the neighborhood of 250 Hit Points, depending on the armor you have equipped. Save the game, and configure yourself so that you have the best possible physical defenses before taking the test plunge. Also, notice that there's a welcoming committee below. When you hit the island, assuming you survive, you'll only have a second to pause the game and max out your Hit Points—otherwise, the waiting Garan Lizard will finish you off.

THE VALLEY OF GARAN

RESIDENT MONSTERS

SHELL DRAGON

The large, turtlelike Shell Dragon is little more than a living roadblock. From the sides or back, it's impossible to do any damage to the beast. From the front, simply hack at their heads, or—most effectively—give them a dose of Firestorm. See ya', scaly.

WEAPONS & MAGIC ITEMS

ICHRIUS' CROWN

The Crown is the last of the three artifacts of Ichrius, and acquiring it means, hopefully, that you have all the pieces Leon Shore needs to fashion Ichrius' Key. When used independently, the Crown teleports you to a Golden Fountain at the Hill of Prayer, just outside the walls of Verdite Castle.

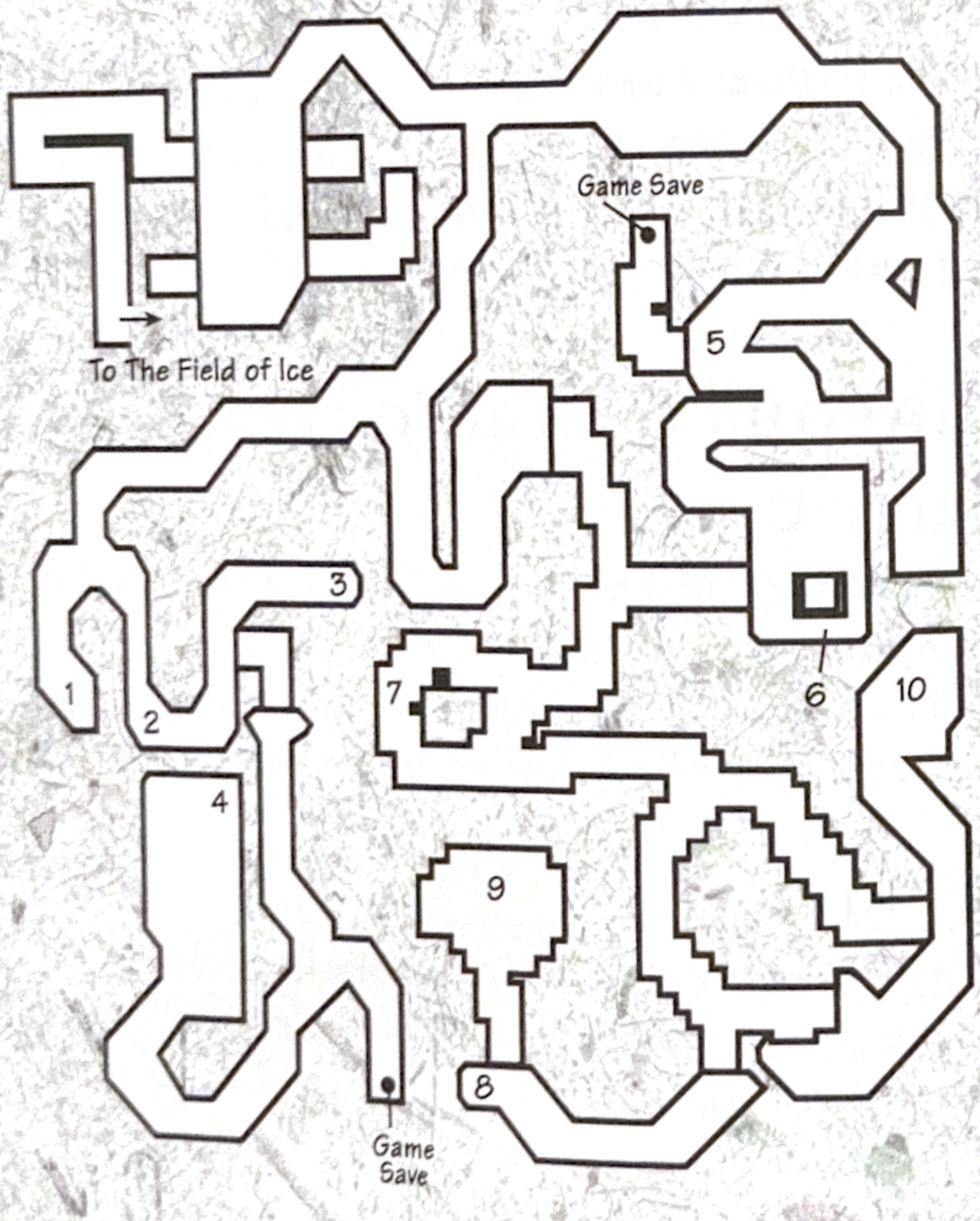
LYN'S RING

Later, in the courtyard of Verdite Castle, using Lyn's Ring near the Dragon Spring allows you to commune with the late, great Alexander prior to beginning the final phases of your adventure.

WISE FRUIT

With the acquisition of this final piece of Wise Fruit, you can now get "intellectual" information from Mark Johnson in Ralugo. Address him as

THE VALLEY OF GARAN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THE VALLEY OF GARAN

1. Groundal Helm (Garan Lizard)
2. Arrows
3. Large Bow (Bone Pile)
4. Morguline Axe, Promeus (Promeus Golem)
5. Earth Crystal (Garan Lizard)
6. Wise Fruit
7. Groundal Armor
8. Lyn's Ring (Dead Body of Lyn)
9. Ichrius' Crown (Garan Lizard)
10. Verdite Crystal, Promeus (Promeus Golem)

you normally would, and a menu screen comes up listing the items in your possession that Johnson has commentary on.

MORGULINE AXE

One of the finest weapons around for hacking away at larger monsters, the Morguline Axe is strong with Earth power, and it also boasts an impressive reach. Run over and grab it before the Promeus Golem figures out what's going on, then try out the tool on big ugly.

GROUNDAL HELM

Wearing the Groundal Helm increases physical strength while slowly draining Magic Points.

GROUNDAL ARMOR

The Groundal Armor beats you over the head with the uselessness of the entire suit. When equipped, you enjoy decent defensive numbers, but each spell you cast costs twice the number of Magic Points. Unload this garbage on the Dwarf the first chance you get.

TIPS & TACTICS

Put that Morguline Axe to good use on the denizens of the Valley of Garan, with the notable exception of the Shell Dragon. Toast the turtles.

Now that you have the third of Ichrius' artifacts, it's about time to make the trip back to Quist. Perishing with a Dragon Crystal in your possession is the quickest way.

There is no way to save Lyn. Yet.

THE PASSAGE OF DEATH

RESIDENT MONSTERS

GASTS

Though you might mistake the Gasts for Grave Shadows, that would be a bad thing to do. Should you venture into a room of these howling spirits, you'll discover in short order that they drain Magic Points at an alarming rate. You might as well dispense those Magic Points from the doorway, in the form of Fire magic.

WEAPONS & MAGIC ITEMS

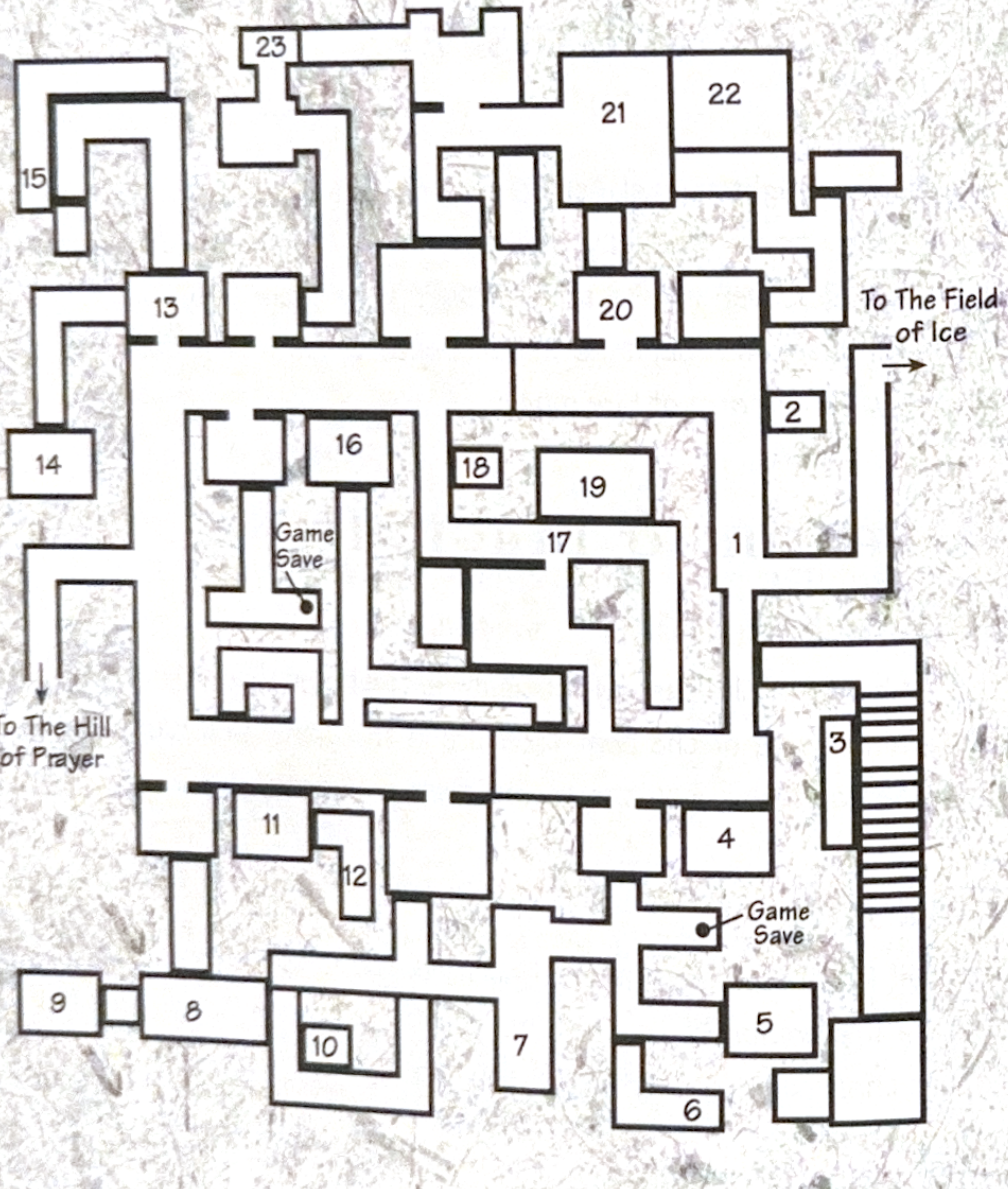
ROYAL KEY

The big booty of the Passage of Death is the Royal Key, which opens boxes containing some of the best treasure in the game. Unfortunately, most of those goodies are on the second floor of Verdite Castle.

EVIL RING

The Evil Ring increases magical abilities, but it costs you Hit Points as long as it's equipped. By the time you lay hands on it, you should know better than to equip anything Evil.

THE PASSAGE OF DEATH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THE PASSAGE OF DEATH

1. The Skeleton (Silver)
2. Switch Stops Blade in North/South Hallway
3. Switch Stops Blades in Outer Hall
4. Switch Stops Spiked Balls in Outer Hall
5. Moon Stone (Copper)
6. Power Fruit (Corpse)
7. Orladin's Pic (Bone Pile)
8. Blood Stone (Bone Pile)
9. Royal Key
10. Switch Stops Blade in Outer Hall
11. Switch Stops Spiked Balls in Outer Hall
12. Water Crystal (Bone Pile)
13. Switch Stops Spiked Balls in Outer Hall
14. Blood Stone (Corpse)
15. Light Arrows
16. Moon Stone (Copper)
17. Enter to bypass blade
18. Switch Stops Blade in Hallway
19. Earth Crystal (Copper), Dragon Crystal
20. Switch Stops Spiked Balls in Hallway
21. Evil Ring (Royal)
22. Two Secret Doors on East Wall
23. 5000 Gold (Royal)

Tips & Tactics

The biggest hazard in the Passage of Death is the hideous selection of Spear Traps that awaits you. In addition, there's no real correlation to the gauntlet you have to run and the payoff on the other side. Use the callouts on the map, and unless the punishment is worth the hassle, you're hereby advised to skip it.

The best case in point would have to be the Blood Stone in area (15). Simply not worth it. Even if you make it to the room, you're almost invariably killed getting back out. There's just no good way to get through the traps without taking a few hundred Hit Points' worth of damage.

You'll find Spear Traps come in three general types: the kind you can see in motion as you approach, the kind that pop out of the walls as you pass, and the kind that pop out when you're searching a wall.

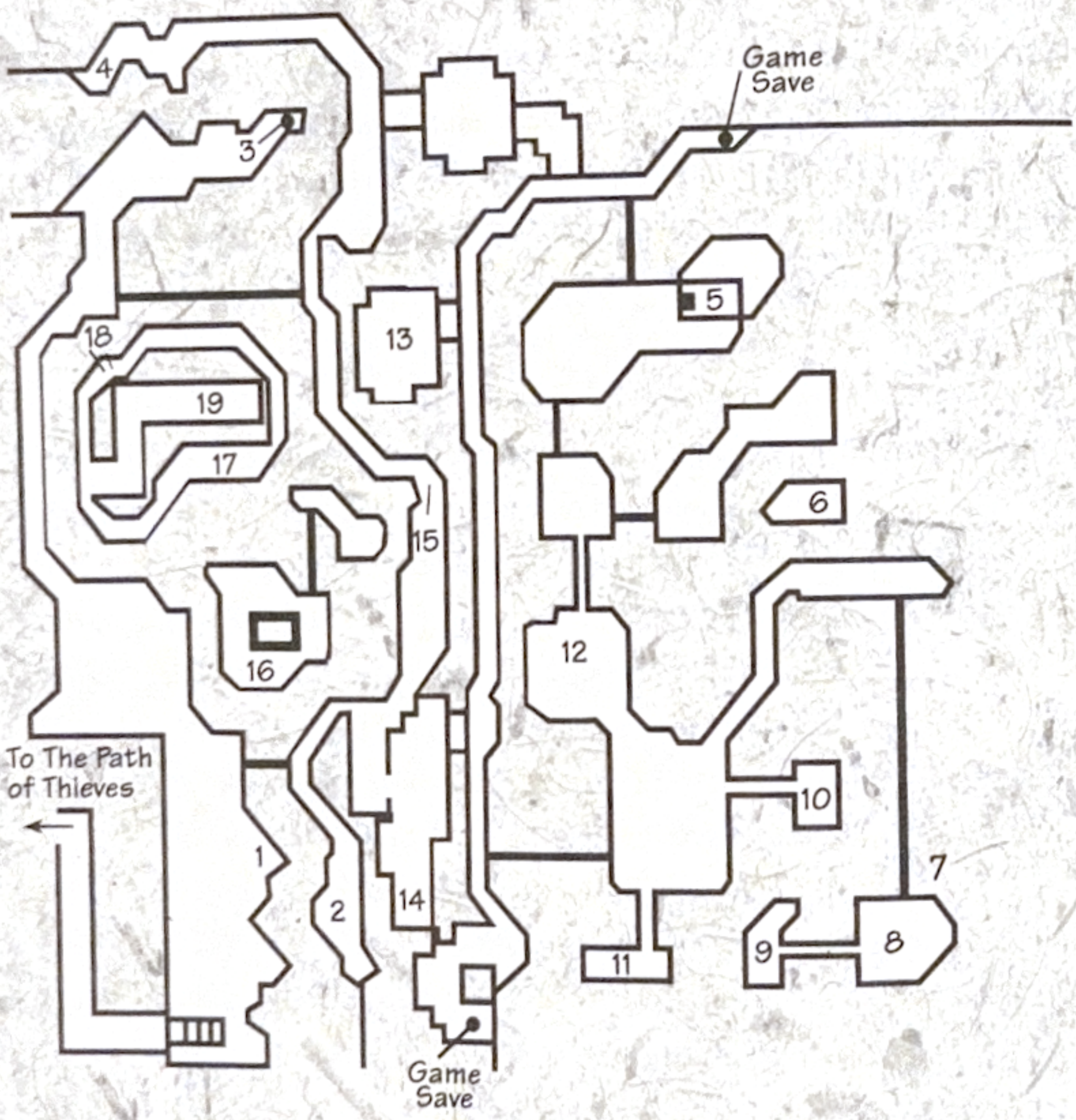
If you follow the map, you needn't worry too much about the kind that you set off by searching. The map for the Passage of Death was checked using an item called the Phantom Crown (from Verdite Castle) that reveals all secret doors. There's no need to go looking for others.

As for the traps you can see as you approach, if there's any good reason for you to test them, you'll usually be able to spot a way to get through. Either the spikes will be far enough apart that you can pause in between them, or they won't reach all the way to the opposite wall, and you can zigzag through—one set of spikes at a time.

The real hazards are the spears that pop out only when you pass. For that reason, it's highly advisable that you walk down any hallway for the first time. If you're walking, you'll have time to hear the trap opening, and simply step back. If you're running down a hall, the first spear will probably go behind you, but the traps are placed such that the second or third will go right in your ear. That's gotta hurt.

Once you realize that there's a hidden Spear Trap in the hall ahead, creep to the edge of the area that activates it. The first spear will pop out, but miss in front of you, and usually the other spears farther down the hallway will activate in sequence. Study the pattern. Usually, when the spears pop out and retract simultaneously, the lag that follows is the best time to run through. Be mindful, though, because there may be a final spear in the set—one that isn't triggered along with the others—which is designed to thwart the mad dash. It's prudent to pause as soon as you're safely past the last spear that's evident, just in case there's one more up ahead. If you pause briefly, you'll spoil the timing of any spears that don't pop out as part of the original trap set.

THE RUIN OF THE HIGH ELVES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THE RUIN OF THE HIGH ELVES

1. Vantage Point: Shoot Log Stalker, Shell Dragon
2. Fire Crystal (Magician's), Moon Stone (Bone Pile)
3. Blood Stone (Bone Pile)
4. Blood Stone (Bone Pile)
5. Krone Licht: Keeper of the Ruin
6. Dragon Crystal
7. Wind Crystal (Skull Soldier)
8. Throne of Ichrius
9. Dragon Crystal
10. Orladin's Pic
11. Groundal Arms
12. High-Elves' Guard (Lua Stone)
13. Groundal Boots
14. Orladin's Pic
15. Earth Crystal (Magician's)
16. Orladin's Key
17. Blood Stone (Bone Pile)
18. Moon Stone (Bone Pile)
19. Teleporter: The Maze Temple of Orladin

THE RUIN OF THE HIGH ELVES

RESIDENT MONSTERS

LUA STONE

The appointed guardians of the Ruin of the High Elves, the Lua Stone present formidable obstacles on the small platforms they patrol. Chop them down to size with the Morguline Axe, and don't forget to employ the Earth Shield if it gives a significant boost to your Earth Magic defenses. The Haze spell works sufficiently against the Lua Stone, and if you line them up properly, you can damage more than one monster with each shot.

WEAPONS & MAGIC ITEMS

GROUNDAL ARMS

Though they'll increase physical strength, they have the typical Groundal effect of hampering magic use.

GROUNDAL BOOTS

The Groundal footwear slows your pace considerably, and it increases the recharge time of both your attack forms once you stop moving.

TIPS & TACTICS

To reach the Throne of Ichrius, you'll have to jump south to the area of (6), and then south again to reach another platform.

As you approach the Throne platform, a Skull Soldier waits on the bridge to bar your path. Close the gap, but kill him with magic or he may knock you over the side. You need to be close to him when he dies, since he drops a Wind Crystal. If you're not close by, the prize may plummet out of reach. As it is, you'll have to search twice, quickly, upon the Skull Soldier's demise: the first time to pick up his gold, and the second time to latch onto the Wind Crystal before it drops.

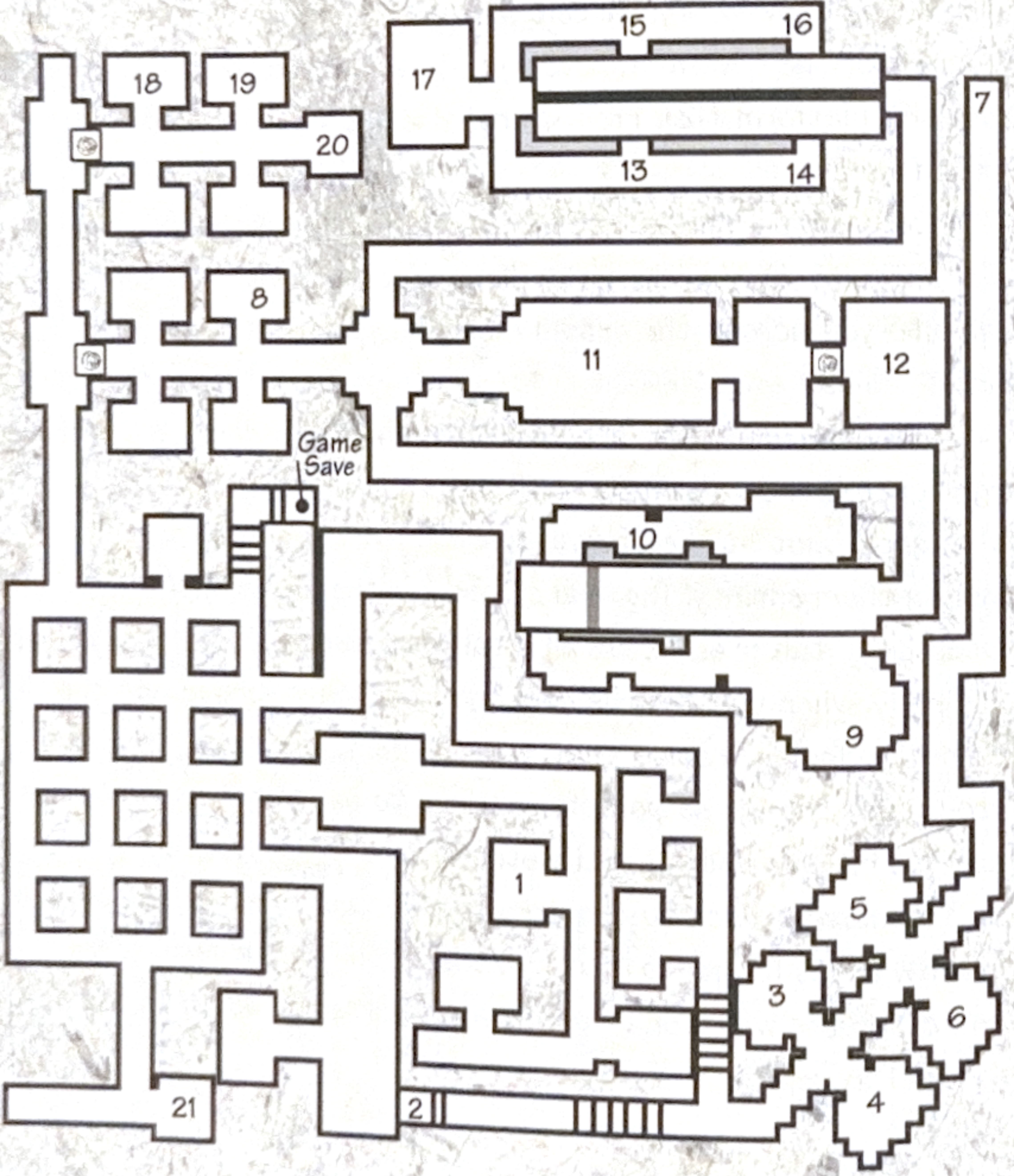
To enter the cavern area (13), you'll have to leap to the nearby ledge from the platform (12). From that ledge you can dispose of the Shell Dragon easily.

Once you plug Ichrius' Key into the Throne of Ichrius, the stone portals begin to glow with a blue light. Stepping into an active portal deposits you across the chasm facing the portal, through the distant portal you can see.

Don't head out onto a bridge when there are enemies nearby who might open fire. Occasionally, you'll have to go out onto a bridge aways to get a good shot at the offending sniper, but don't make the mistake of ignoring them entirely. The wind currents in the area, coupled with a well-placed Log Stalker salvo, are all it takes to plunge you into the abyss.

Finally, when you've come back from the Maze Temple and the Place of the Beginning, notice that you can remove Ichrius' Key from the Throne and the stone portals continue to be lit by blue light. Just in case you have to bail out and restock your supplies, you can use Ichrius' Key to teleport back to the area of (16), and reach the nearby teleporter without having to return to the Throne and reinsert Ichrius' Key. The Key, by the way, won't work as a teleportation device in the area of Ichrius' Throne.

THE MAZE TEMPLE OF ORLADIN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THE MAZE TEMPLE OF ORLADIN

1. Orladin's Key
2. Orladin's Key
3. Water Crystal (Guard)
4. Wind Crystal (Guard)
5. Earth Crystal (Guard)
6. Fire Crystal (Guard)
7. Orladin's Hood (Orladin's)
8. Dragon Crystal
9. Orladin's Key
10. Earth Crystal
11. Orladin's Pic (Raymire)
12. Teleporter: The Place of the Beginning
13. Moon Stone
14. Fire Crystal
15. Fire Crystal
16. Orladin's Key
17. Thedek's Room
18. Dragon Crystal
19. Orladin's Key (Raymire)
20. Light Crystal (Orladin's)
21. Teleporter: Return from the Place of the Beginning

THE MAZE TEMPLE OF ORLADIN

RESIDENT MONSTERS

Aside from the Face Traps described below, there's only some new monster combos to worry about in the Maze. You'll find that the Guards here are as likely to Slow you as they are to Darken you, which can lead to some rather nasty consequences if the Slowing takes place behind your back, right about the time you enter a room full of Puppets. Make sure there are no Guards fixing to plaster your back as you approach each new area.

FACE TRAP

As you explore the corridors of the Maze Temple, you'll occasionally dead end at double doors, which spring open as you approach revealing a sinister face firing arrows. If you run up and try to hack on it, the doors of the Face Trap smack you for a fool. Stand back about 30 meters, relatively, and deploy the Freeze spell. By sliding from one side of the hallway to the other when the Face Trap pops open, you can avoid the incoming arrows.

There are more and more of the wall-mounted face fixtures as you proceed through the Maze: remember that arrows work best when you can't get close enough to hack them off the wall, and that the Freeze spell is also quite effective.

WEAPONS & MAGIC ITEMS

ORLADIN'S HOOD

In addition to the trove of Magic Crystals that await in the Maze Temple, you'll also lay hands on Orladin's Hood. The Hood, as you might expect, augments your magical powers and greatly reduces the time it takes for you to recharge after throwing a spell.

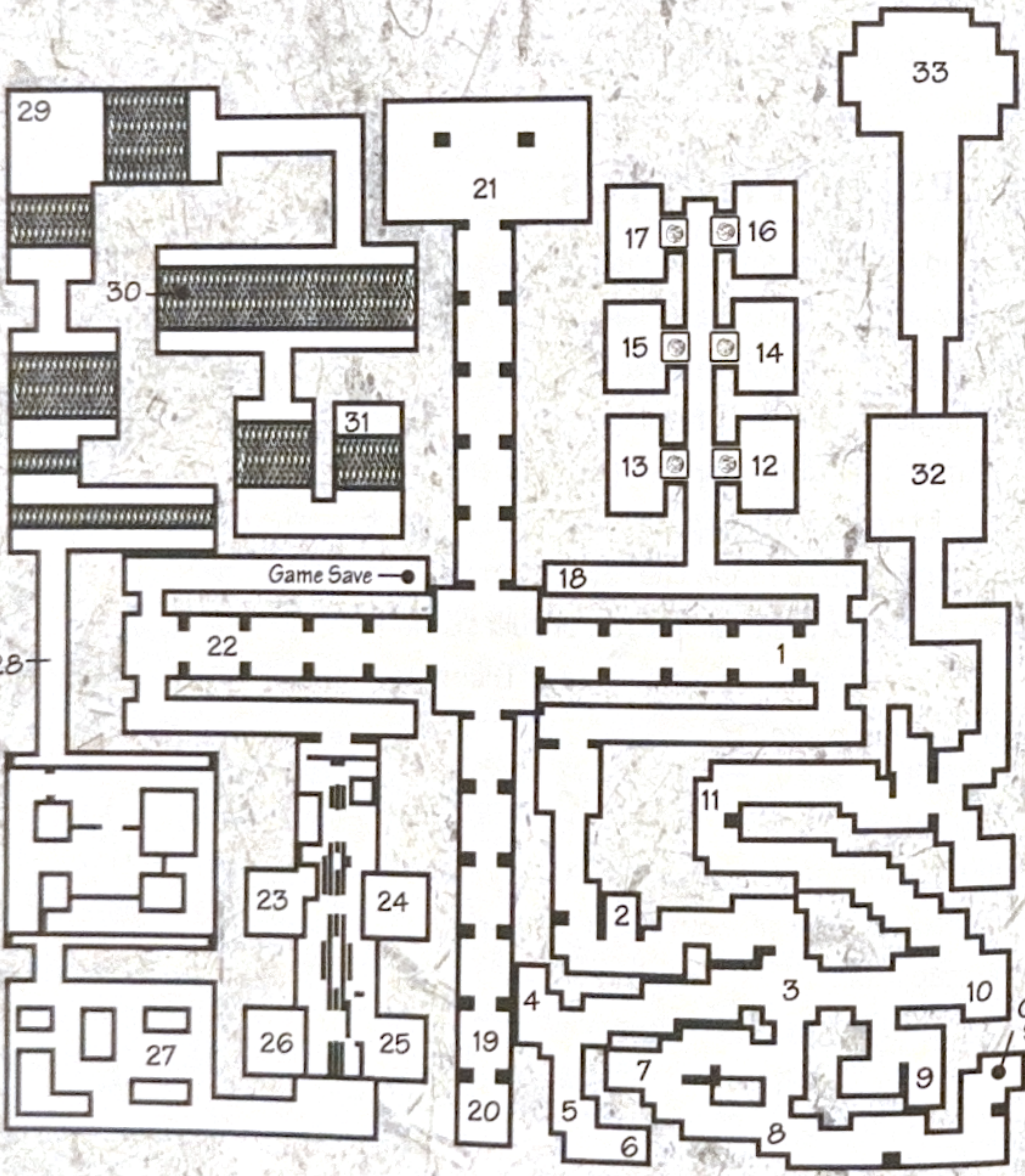
TIPS & TACTICS

Plan on using up a ton of magic to get through the Maze Temple. Just to remove all the Face Traps can be taxing in the extreme. With that in mind, fight hand-to-hand whenever the opportunity presents itself, and rely on nonmagical means of healing.

The small antechamber (21) and the hallway that connects it to the rest of the level only appear after you return from the Place of the Beginning. Once you've made the return trip, you'll be able to return to the Place directly using that teleporter, should the mood grab you.

To learn more about the fate of Thedek, activate the Truth Glass while you're in his room (17).

The Place of the Beginning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THE PLACE OF THE BEGINNING

1. Orladin's Pic (Crannell)
2. Orladin's Key (Guard)
3. Dragon Crystal
4. Orladin's Key (Guard)
5. Orladin's Key (Guard)
6. Orladin's Key
7. Orladin's Key (Guard)
8. Orladin's Key (Guard)
9. Orladin's Key
10. Orladin's Key
11. Orladin's Key (Guard)
12. Light Crystal (Orladin's), Orladin's Key (Guard)
13. Orladin's Key (Orladin's), Orladin's Key (Guard)
14. Light Crystal (Orladin's)
15. Orladin's Key (Guard)
16. Orladin's Pic (Orladin's), Orladin's Key (Guard)
17. Orladin's Key (Guard)
18. Orladin's Key (Bone Pile)
19. Light Crystal (Crannell)
20. Orladin's Key
21. Fairy Fossil (Orladin's), Orladin's Key
22. Orladin's Key (Crannell)
23. Light Crystal (Orladin's)
24. Inaccessible Ledge
25. Walk Plank for Dragon Crystal
26. Orladin's Pic (Alchemine), Orladin's Key
27. Verdite Crystal (Orladin's)
28. Fire Crystal (Alchemine)
29. Orladin's Pic (Orladin's)
30. Light Crystal (Orladin's)
31. Demon's Key (Orladin's)
32. Orladin's Skeleton: Place Demon Key (Orladin Spell)
33. Tree of the Dragon King Plant: Ichrius' Armor

THE PLACE OF THE BEGINNING

RESIDENT MONSTERS

CRANNELL

The Place of the Beginning contributes the Crannell to the monster lexicon of *King's Field II*, and that's actually a good thing. The Crannell are impervious to magical attacks, but by this point you're probably scraping the bottom of those Crystal Flasks anyway. Try to take the Crannell one at a time, or you'll be peppered full of Light Arrows from the currently unengaged. Keep moving, and use the segmentation of the large hallways to provide some cover. The Crannell are smart, and powerful, but they're not real mobile, and a few good whacks in the back send them packing.

GRAINE

This is the Light magic version of the wall-mounted face monster, and they can be a pain. Whip out the arrows, and use the large pillars in the area of (21) to avoid crossfire as much as possible.

WEAPONS & MAGIC ITEMS

DEMON'S KEY

Just in case you can't quite figure it out, the Demon's Key belongs on top of the headless skeleton of Orladin in area (32).

ICHRIUS' ARMOR

Here is the lowdown on Ichrius' suit of Armor, bestowed by the Tree of the Dragon King Plant.

Ichrius' Helm heightens Light power as well as magical defenses. Ichrius' Helm also protects against paralysis.

Ichrius' Shield heightens Water magic.

Ichrius' Armor heightens Earth magic.

Ichrius' Gloves decrease the weight of any weapon.

Ichrius' Boots increase Wind magic, and they also provide protection against poison and paralysis.

TIPS & TACTICS

Be ready for action in area (21), as the Graines pepper you from every direction. You'll have to use arrows—the better to conserve your magic power—as the Graines are mounted too high up on the wall to hack them down.

The Graines are guarding the Fairy Fossil, which is easily one of the most important acquisitions in the game. Make sure you acquire it, and whatever you do, don't sell it.

Making your way to the Demon's Key is perhaps the toughest gauntlet in the whole of Verdite. Equip the Fire Mail, the better to deal with the swarm of Alchemine. If you've kept up a goodly stash of Arrows, you'll find they're quite effective for pegging the Alchemine from a distance—as long as their Fireballs can't hurt you.

When looking for the best means to traverse the rickety array of wooden bridges, notice that you can "walk the rail" as long as there isn't a board askew over your path.

When you come to the streams of molten rock, you'll have to whip out the Bow and deal with the face spewing the lava. Once it's faded from the wall, the lava cools enough for you to venture onward. Just in case it occurs to you: The spell Refusal will not save you from burning to a cinder.

Once you've received Ichrius' stash, you can utilize the nearby teleporter to return to near the start of the Maze Temple. You'll be able to use the teleporter where you arrive back in the Maze to travel quickly to the Tree room, should you desire to do so.

Don't forget to talk to Orladin's Skeleton once you replace its head. The skeleton teaches the high-end Light spell: Orladin. If it doesn't bestow it right away, keep visiting until you get the gift.

THE HILL OF PRAYER

RESIDENT MONSTERS

You'll notice far too many Race patrolling the grounds of the Hill of Prayer, and the worse news is that they regenerate. Clear the area as best you can, with the help of the nearby Golden Fountain, but don't spend all day chasing spooks.

SCYTHE MASTER

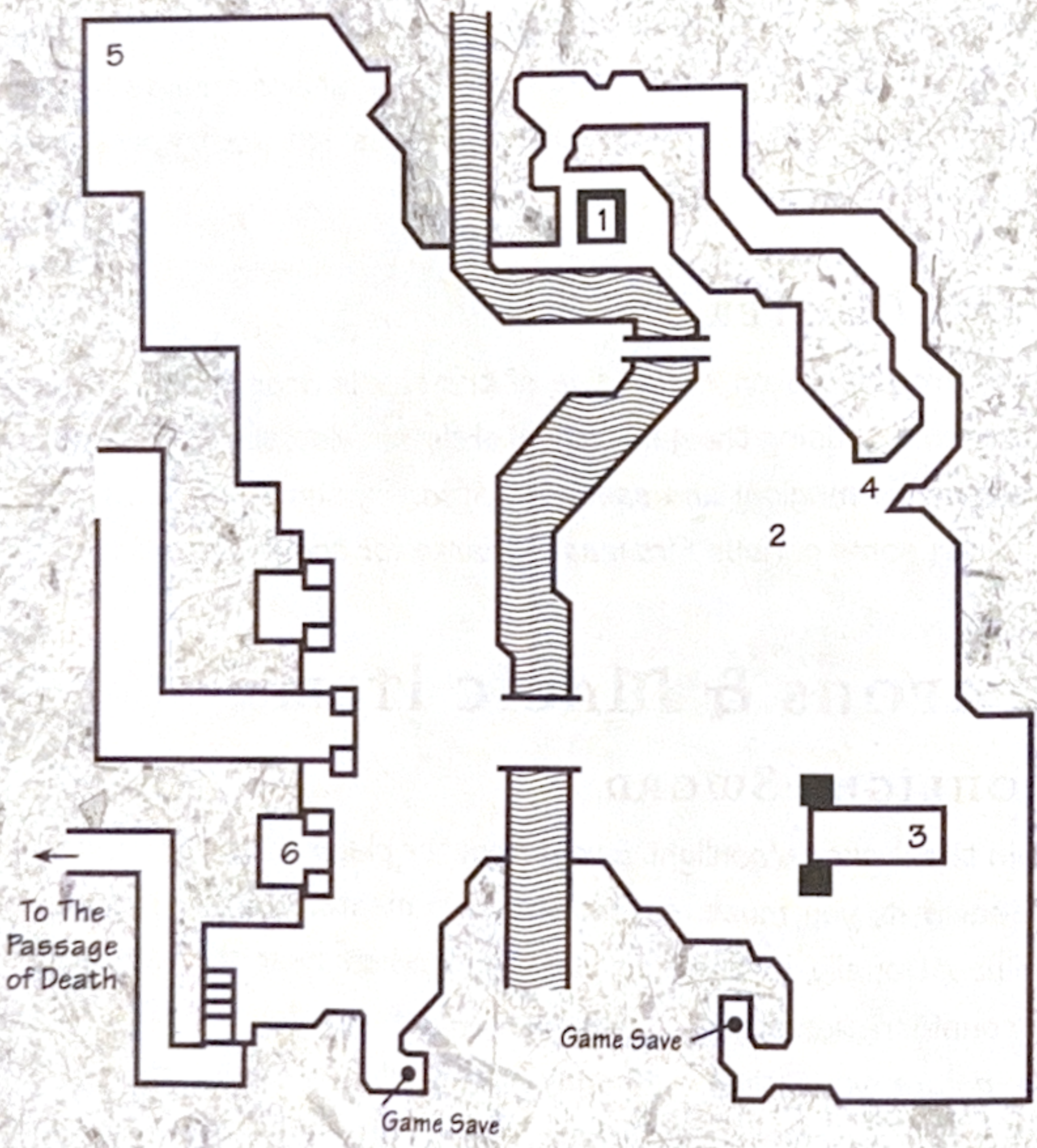
The two large doors on either side of the castle door proper are large, square rooms housing the game's final skeletal twist: the Scythe Master. They are highly magical and easily irritated. Try throwing open the door and dealing some serious Fire magic. Thanks for comin' out, skinny.

WEAPONS & MAGIC ITEMS

MOONLIGHT SWORD

To claim the broken Moonlight Sword from the place where the Archmages have sealed it, you must, essentially, have mastered all of the magical disciplines. Usually, by the time you get anywhere near the sword, that's not a consideration. If you somehow bull your way through the Passage of Death before your time, you may find that the sword rebuffs your attempts to procure it. You'll have to go learn more magic before the sword can be yours.

THE HILL OF PRAYER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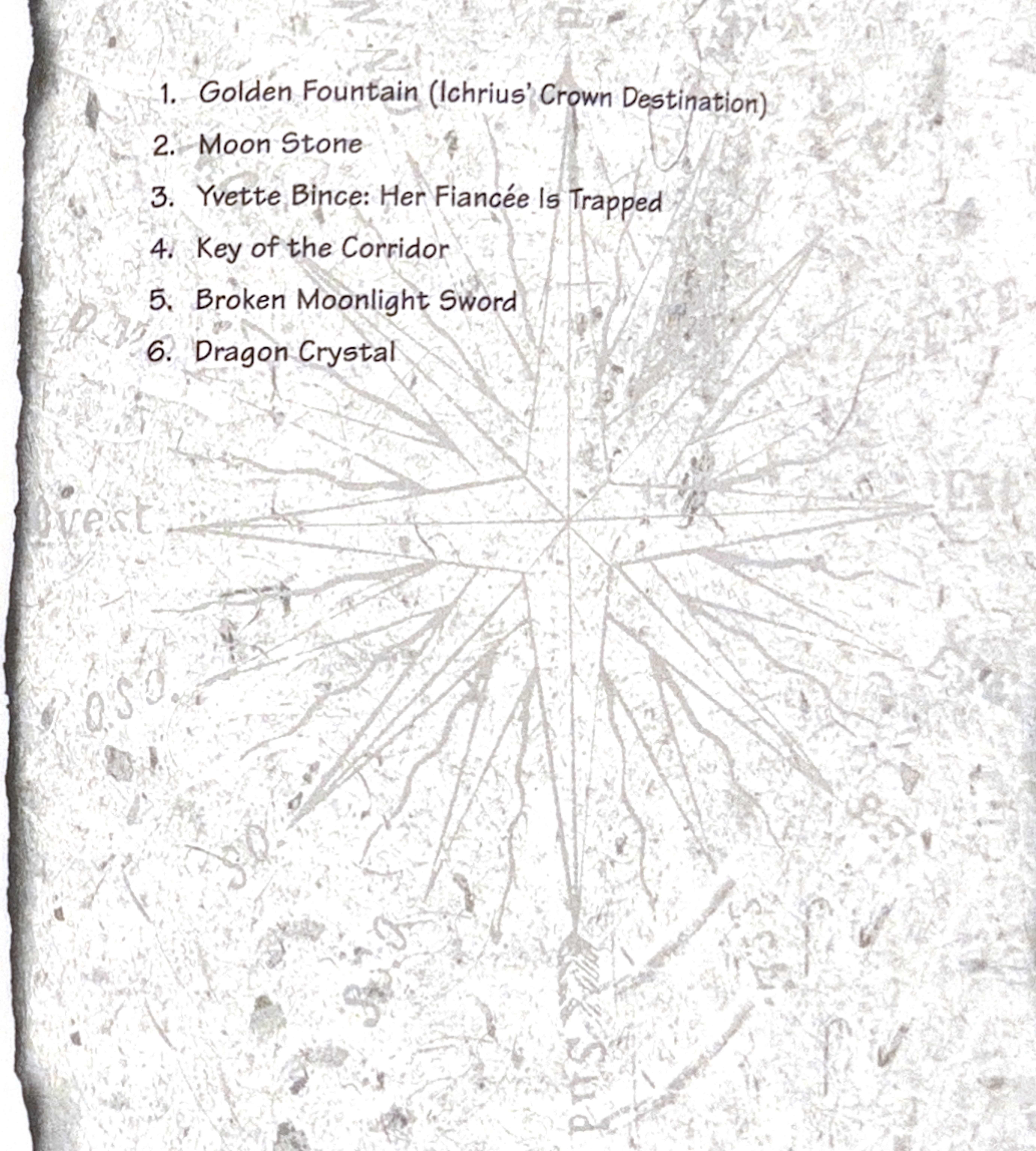
To The Passage of Death
Game Save
Game Save

THE HILL OF PRAYER

1. Golden Fountain (Ichrius' Crown Destination)
2. Moon Stone
3. Yvette Bince: Her Fiancée Is Trapped
4. Key of the Corridor
5. Broken Moonlight Sword
6. Dragon Crystal



TIPS & TACTICS

You have to go and listen to Yvette's tale of woe before you can claim the Key of the Corridor from near the tombstone. Beforehand, the tombstone itself won't even be present.

Since the east side of the map tends to stay more Race-free than the west, the safest way to travel from the Golden Fountain to the front door of the castle is to angle toward Yvette's haunt, then cross the wide bridge directly toward the door.

Only after you've taken possession of the broken Moonlight Sword will the main castle doors unseal.

VERDITE CASTLE COURTYARD

MEETING ALEXANDER

Aside from the smattering of treasure in the castle courtyard, the only real item of interest is the Dragon Spring, in that it allows you to speak with the hero of the first *King's Field* game, Alexander.

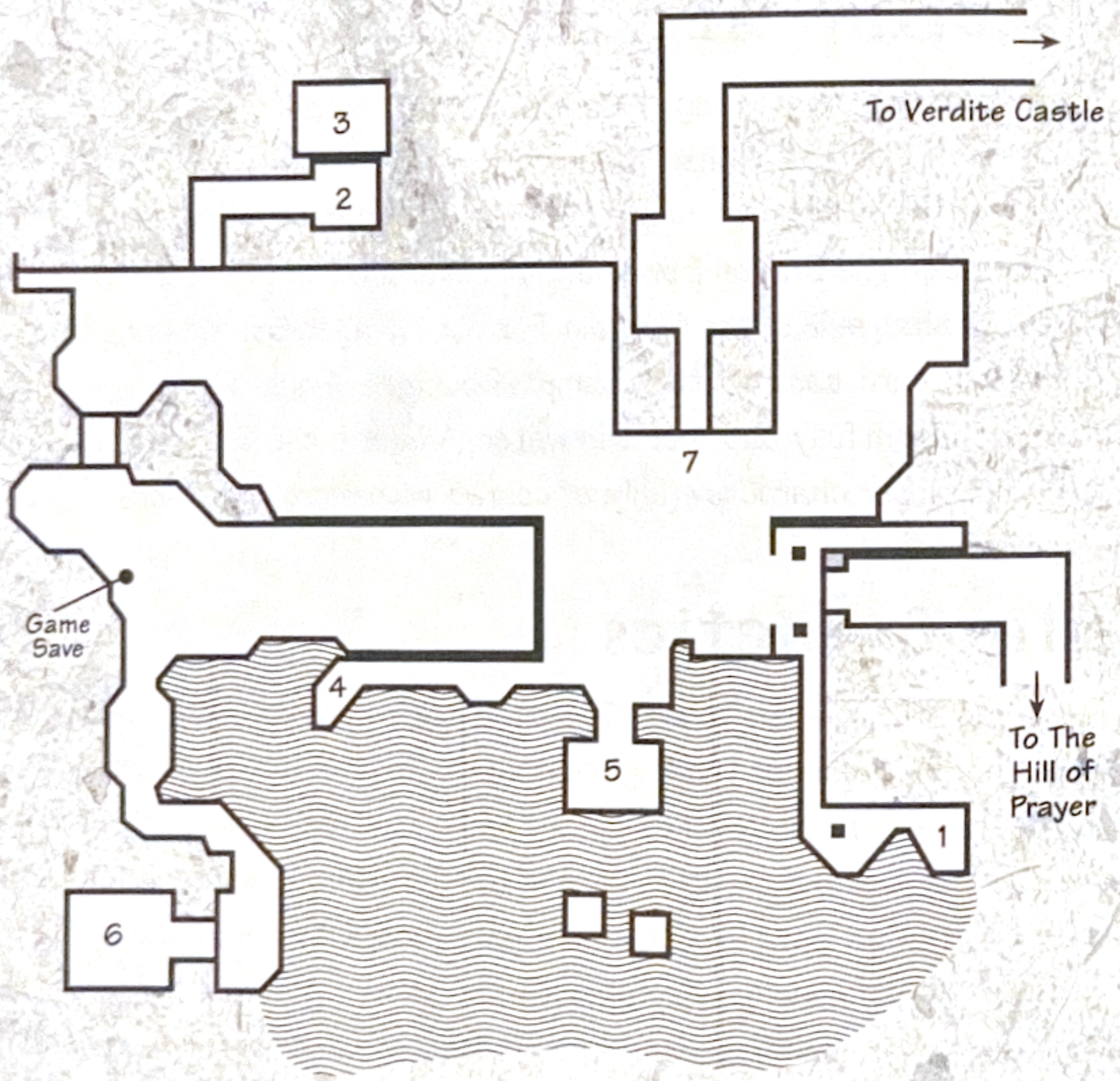
Approach the Dragon Spring and circle around to the left. You'll see a stump on that side of the fountain. Face the Dragon Spring and use Lyn's Ring, then turn back to the stump. Alexander should be sitting there, looking thoughtfully out over the water. Address him as you would any other nonplayer character (only, of course, with more reverence).

TIPS & TACTICS

The areas of the castle to explore include the castle proper, its basement level, and two levels of the Royal Cemetery. You'll find the basement and the first level of the Royal Cemetery to be relatively easy pickings, while the castle itself and the lower level of the Cemetery are the kind of major encounter areas you'd expect as the game nears its conclusion.

With that in mind, you'll probably want to tackle the first floor of the Cemetery, then the basement, then finish the Cemetery before heading for the castle proper. Remember, it's a small matter to teleport out and refill your flasks at the Golden Fountain on the Hill of Prayer.

VERDITE CASTLE COURTYARD


To Verdite Castle
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Game Save
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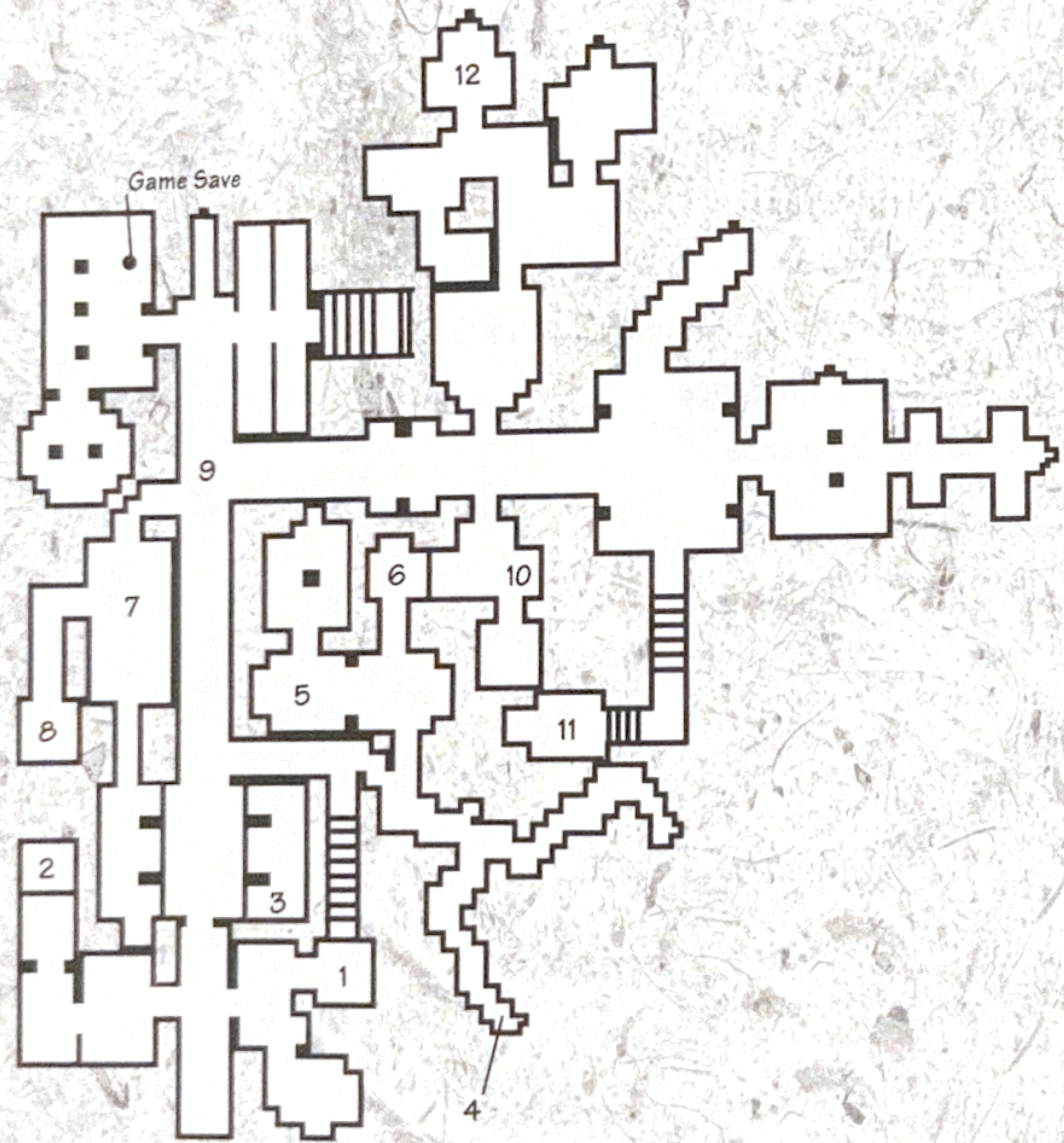
To The Hill of Prayer

Verdite Castle Courtyard

1. Dragon Crystal
2. Light Crystal (Royal)
3. Dragon Crystal
4. Moon Stone
5. Dragon Spring: Commune with Alexander
6. Cemetery Entrance
7. Castle Entrance

FIRST FLOOR OF THE ROYAL CEMETERY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FIRST FLOOR OF THE ROYAL CEMETERY

1. Long Sword
2. Leather Shield
3. Verdite Crystal (Magician's)
4. Earth Crystal (Bone Pile)
5. Herbal Liquid
6. Skeleton of Light, 100 Gold
7. Blood Stone (Mummy)
8. Blood Stone (Mummy)
9. Blood Stones (2; Mummies)
10. Verdite Crystal (Magician's)
11. Blood Stone (Mummy), Moon Stone (Bone Pile)
12. Seath's Sword (Merrill Ur)

FIRST FLOOR OF THE ROYAL CEMETERY

RESIDENT MONSTERS

MUMMY

Striking the classic pose, the *King's Field* mummy stumbles stiffly about the Cemetery, ready to relinquish huge chunks of gold and the occasional Blood Stone. Kill them from a distance with Fire, or risk having to use that Blood Stone to undo the Mummy's nasty Slow spell.

LIVING STATUE

The solid rock Living Statues are slightly more than a nuisance simply because they refuse to lay down and die. Try Water magic or perhaps the ever-popular Morguline Axe, and stay mobile to avoid some of those incoming Wind Cutters.

WEAPONS & MAGIC ITEMS

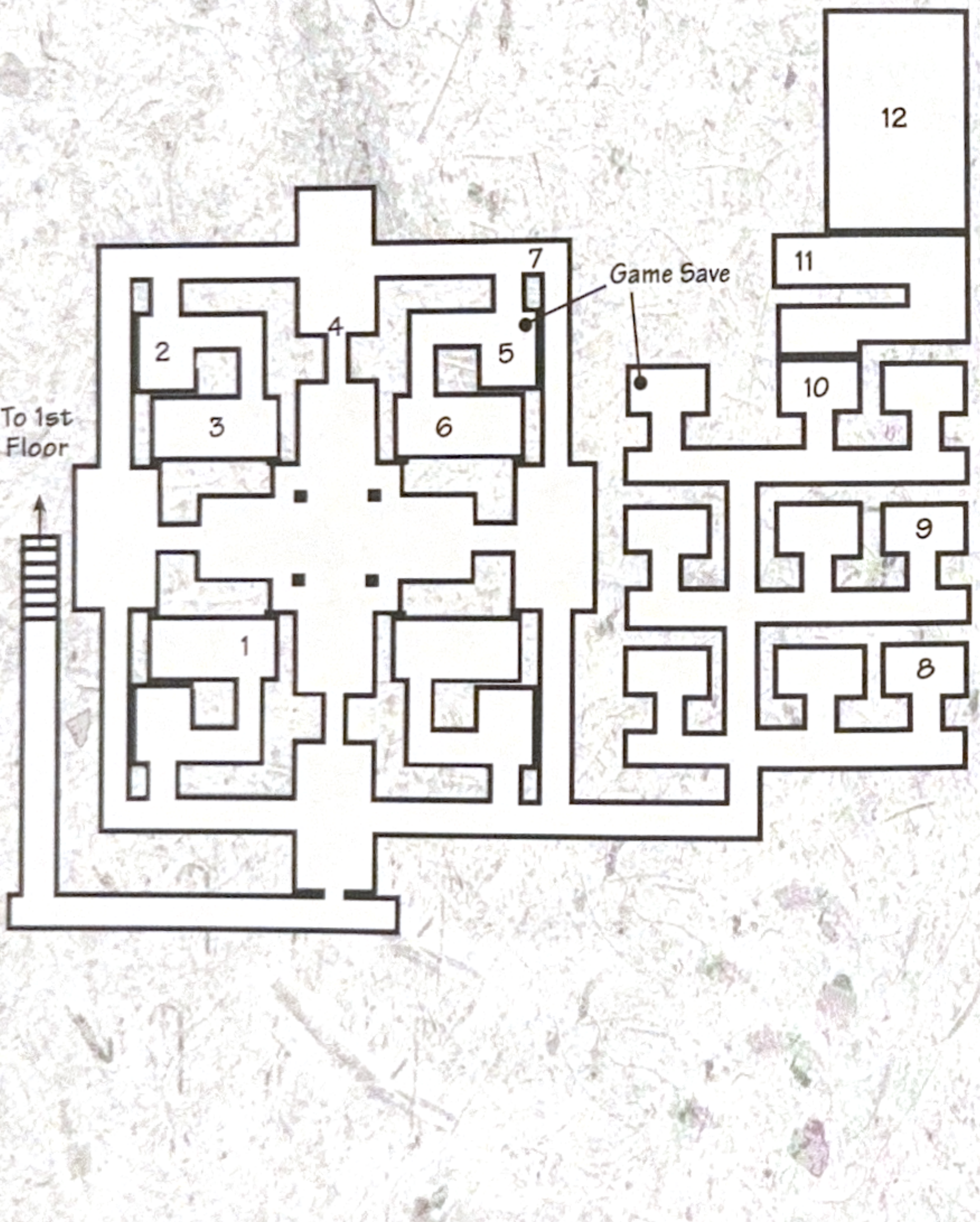
SEATH'S SWORD

The sharpest blade in all of Verdite is once again in your hands. At the time you acquire it, it is almost certainly the top weapon in your arsenal, though the souped up Moonlight Sword will change that shortly. For now the Holy magic component of Seath's Sword makes it ideal for thinning out the resident evil-doers.

TIPS & TACTICS

When it comes to hacking on Merrill Ur, you're bound to take some punishment in return. After all, that's Seath's Sword he's swinging at your noggin'. If you're going to cross over on Merrill, you have to be quick and slide right after he finishes taking an unsuccessful swipe. Keep up the erratic movements, and keep him off balance with Light magic, until you can spy an opening. The Excellector is probably your best bet at that point, with its impressive slash damage and Holy component.

THE BASEMENT OF THE CASTLE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Game Save
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THE BASEMENT OF THE CASTLE

1. Verdite Crystal
2. Earth Crystal (Gatekeeper), Herbal Liquid
3. Key of the Corridor
4. Dragon Crystal
5. Blood Stone
6. Dragon Crystal
7. Blood Stone (Bone Pile)
8. Crystal Flask
9. Wind Crystal (Gatekeeper)
10. False-Wall Painting
11. Sal
12. Ebony Bracelet (Magician's)

THE BASEMENT OF THE CASTLE

RESIDENT MONSTERS

GATEKEEPERS

Spectral denizens of the castle basement, the Gatekeeper wouldn't be such a tough opponent if he'd just come down from the ceiling. Try to close the gap when you first see these floating blue knights, or they'll drift upward until a magic attack is your only good option. If you can catch them at ground level, any reasonably sharp blade will do the trick.

WALL GHOSTS

You can't miss 'em. They're the mournful purple spirits half in and half out of the castle walls, spouting Haze spells in your direction. Rush up alongside them and hew them into oblivion.

BLOOD DEMON

The many-armed Blood Demon appears in the large central chamber of the basement, as well as in area (12). If it Darkens you, quickly lift the spell, as its many arms will corral you if you choose to fight blind. You'll find that the Earth Wave spell is a very effective way to deal simultaneous blows to the demon's multiple arms. And once the arms are dealt with, it's kind of amusing to chase that big head around and torment it for awhile before delivering the finishing touch.

WEAPONS & MAGIC ITEMS

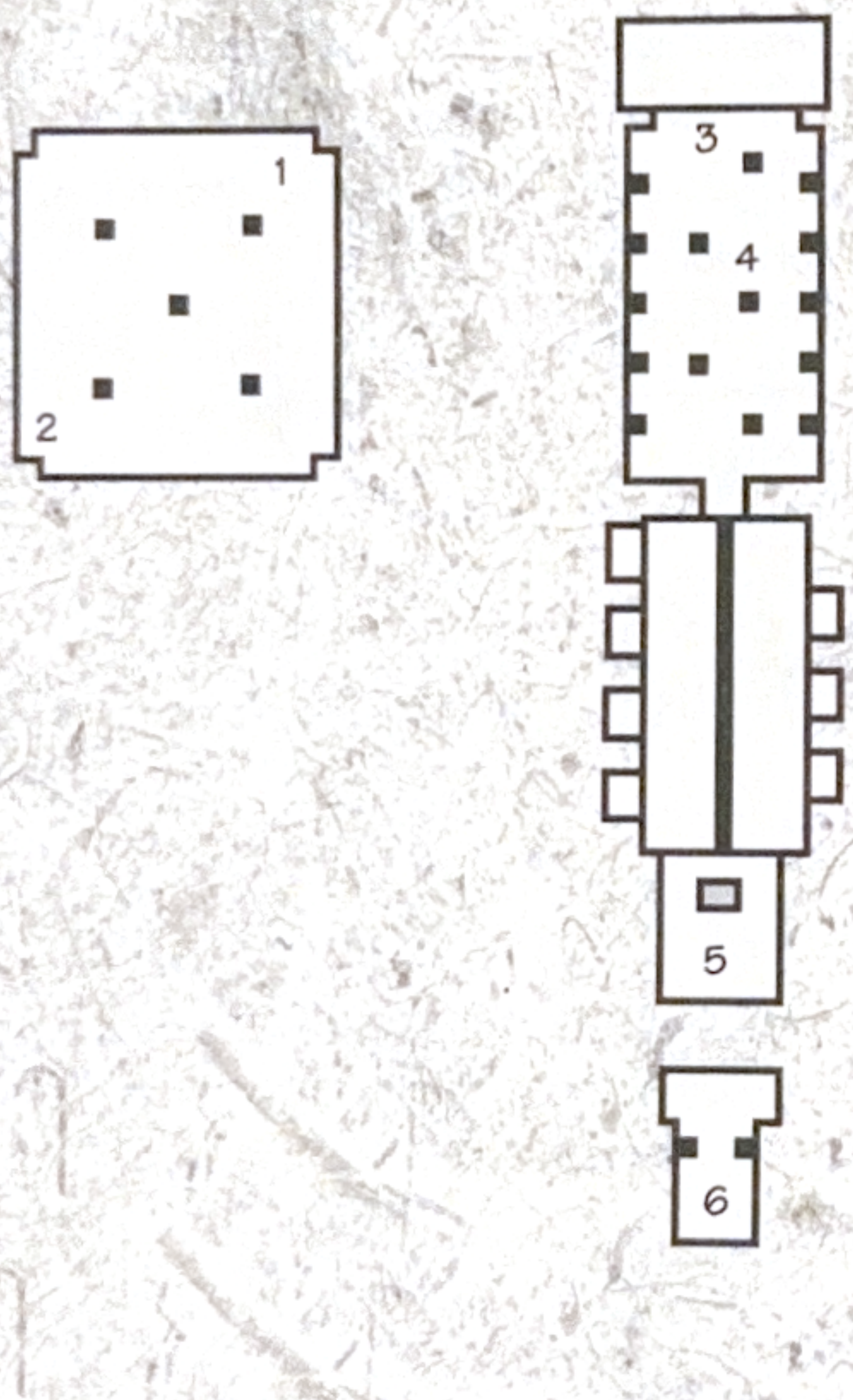
EBONY BRACELET

The Ebony Bracelet heightens magical defense across a broad spectrum, and it increases all magical offensive powers except Light.

TIPS & TACTICS

To reach Sal, Yvette's fiancée, step through the painting in area (10). There is no reward for saving him, though he does give you some background story and tell you some semi-useless information regarding the other Keys of the Corridor.

FIFTH LEVEL OF THE ROYAL CEMETERY



FIFTH LEVEL OF THE ROYAL CEMETERY

1. Teleporter: Arrive from First Level of Cemetery
2. Teleporter: To Demon Lords
3. Teleporter: To First Room of Level
4. Demon Lords
5. Chasm
6. Teleporter

FIFTH LEVEL OF THE ROYAL CEMETERY

RESIDENT MONSTERS

DEATH FIGHTER

Evil animated suits of armor, the Death Fighters are relentless, vicious foes. You'll find that any old Holy weapon gets their attention in the best possible way, and the Bortecth spell in particular holds them immobile while you finish the job.

DEMON LORD

Tough as nails and highly magical, the Demon Lord is a fitting foe to stand between you and the goal you're about to achieve. When you teleport into the area of the Demon Lords, run straight forward, very quickly. You'll approach a bridge, spanning a chasm. That's the area you want to turn and fight from; otherwise the Demon Lords will have you in a nasty crossfire from the outset. Try using Thedek on individual monsters, or perhaps Walwind to keep the crowd off-balance while you assess the situation. When the immediate area is cleared, there'll be one sniper across the chasm near where you teleported into the room. It's easiest to get at him with a few doses of Bortecth. You'll know it's done the trick when the spell doesn't cross the chasm.

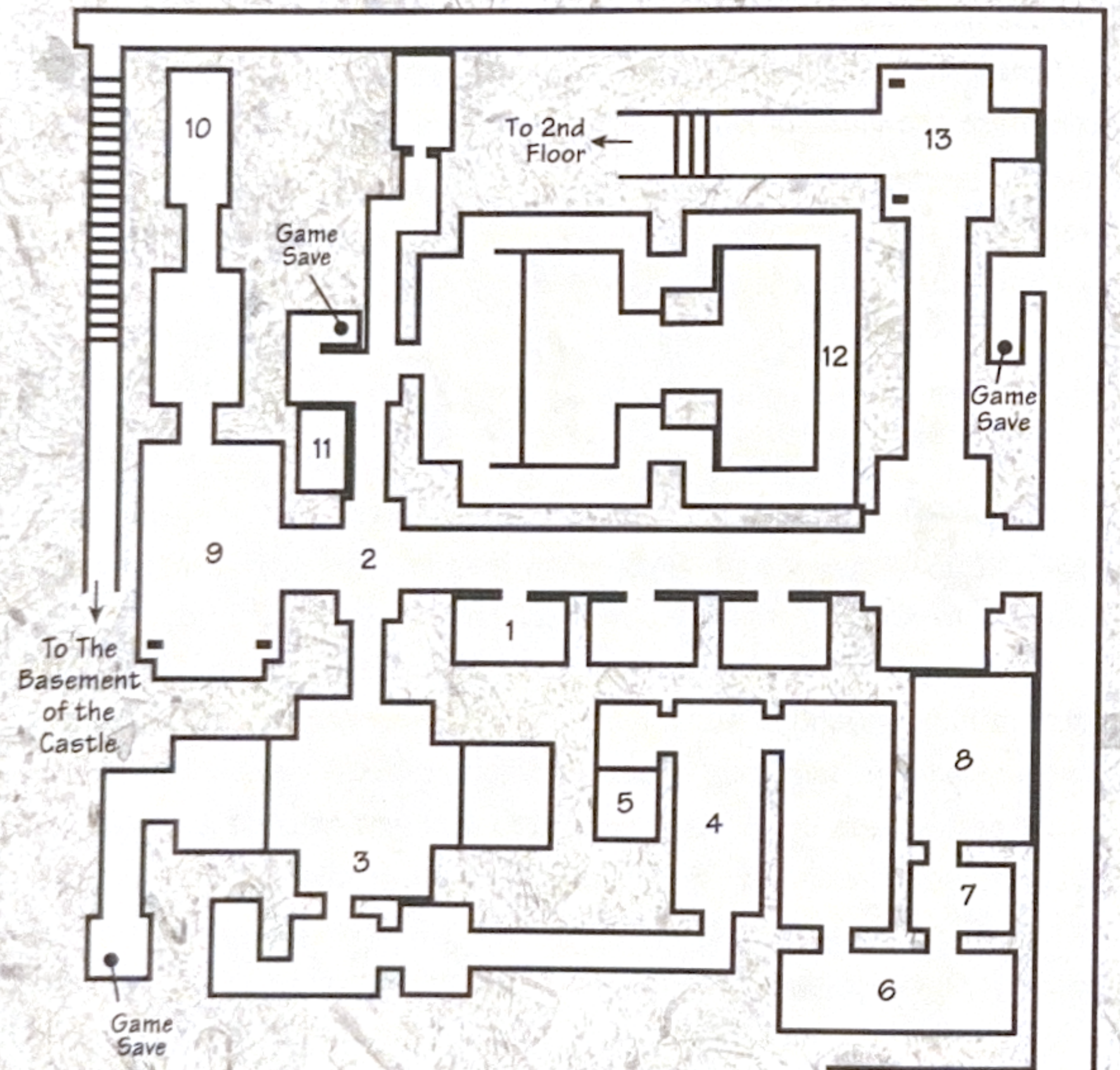
Tips & Tactics

The purpose of your trip to the Fifth Level of the Royal Cemetery is to reconstruct the fabled Moonlight Sword.

When the coast is clear, cross the wooden bridge, and pass through that small area to the edge of another chasm. Take out the Fairy Fossil and use it.

Cross the ensuing bridge and step onto the teleporter you find there to remake the blade of kings. You're just about ready for the final showdown.

VERDITE CASTLE: FIRST FLOOR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To 2nd Floor
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Game Save
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To The Basement of the Castle
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VERDITE CASTLE: FIRST FLOOR

1. Gold
2. Battle Axe (Living Statue)
3. Power Fruit (DragonNewt)
4. Key to the Corridor (Endt's Corpse)
5. Dragon Crystal
6. Fire Crystal (DragonNewt), Moon Stone
7. Dragon Crystal
8. Key to the Corridor (DragonNewt), Blood Stone
9. Ivory Bracelet (Royal)
10. Power Fruit (DragoMaster)
11. Dragon Crystal, Power Fruit
12. Phantom Crown (DragoMaster)
13. Moon Stones (2; Death Knights)

VERDITE CASTLE: FIRST FLOOR

RESIDENT MONSTERS

DEATH KNIGHT

Highly magical and aggressive, as you might expect, the Death Knights are made even tougher when you encounter them in pairs. Stay mobile, and use strong magic to set up a slash with the Excellector or the Moonlight Sword. It usually behooves you to throw the magical kitchen sink at one of the two right off the bat, and then close to attack his partner. If you get their attention and retreat back down the broad hallway, you can, alternatively, soften up the both of them with a couple of doses of Flame. You'll find the Death Knight's magic resistance is high, and ultimately you'll probably want to finish them off with steel.

DRAGONNEWT

Strap on that Fire Mail one more time, and all you have to worry about from the DragonNewt is his terrific lunge-bite. That's no small thing, but it's easier to avoid than the constant barrage of Fireballs he spews out. Work your way behind him and hack until he succumbs.

DRAGOMASTER

You'll find the DragoMaster a grim opposition, especially in the cozy confines where you encounter him. Concentrate on avoiding his magic attacks, and, when you're relatively sure he's going to stay in one place for awhile, let him have it with Meteor. In the ensuing pandemonium, you may be able to get around behind him for a whack or three, but lean on the Meteor spell. It seems to have the desired effect, and it allows you to stay out of range of most of the DragoMaster's brutal attacks.

WEAPONS & MAGIC ITEMS

IVORY BRACELET

Equipping the Ivory Bracelet provides a continuous source of Hit Point healing.

PHANTOM CROWN

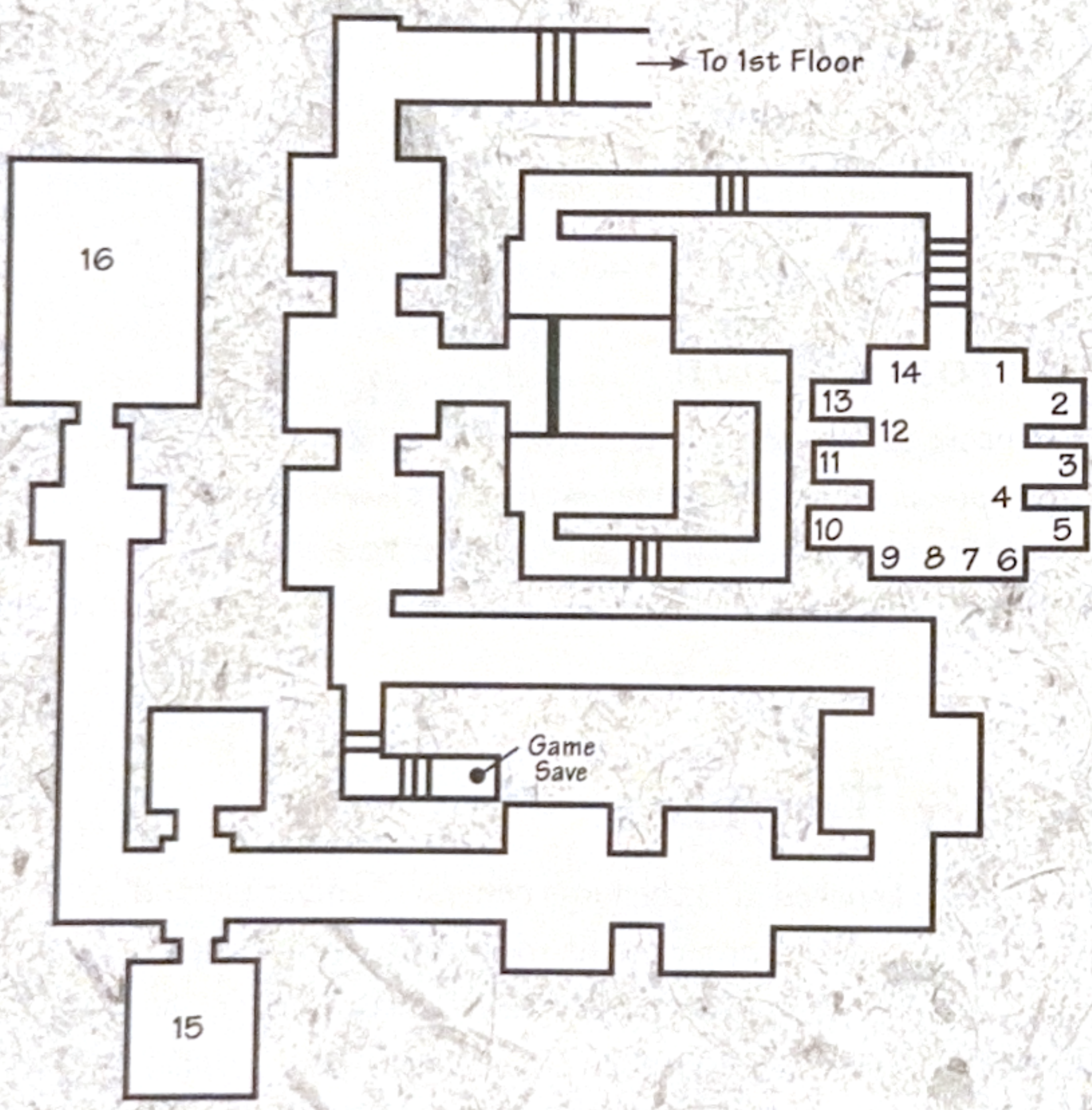
The Phantom Crown, which is equipped as an Item, not a Helm, causes a rune to appear on the floor near every secret door in Verdite. The Crown draws on Magic Points to work, so you have to also equip something to offset the ebb unless you want to expend Magic Points just standing there.

TIPS & TACTICS

Should you be knocked into the large central chamber skirted by dragons, look in the northwest corner of the room for a secret door.

Though you supposedly need all four Keys to the Corridor to explore both floors of the castle, the existence of the secret door leading to the outer hall means that you can bypass the first Corridor door if you so choose.

VERDITE CASTLE: SECOND FLOOR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Game Save
15

VERDITE CASTLE: SECOND FLOOR

1. Crescent Axe
2. Truth Glass (Royal)
3. Crystal Flask (Royal)
4. Light Arrows
5. Orladin's Pic (Royal)
6. Orladin's Pic (Silver)
7. Water Crystal (Silver)
8. 3,000 Gold (Silver)
9. Moon Stone, Dragon Stone, Blood Stone
10. Earth Crystal (Royal)
11. Orladin's Pic (Royal)
12. Verdite Crystal (Silver)
13. Dragon Crystal (Royal)
14. Crystal Flask
15. Luster Wing (Royal)
16. Dark Slayer (King), Teleporter

VERDITE CASTLE: SECOND FLOOR

RESIDENT MONSTERS

IMPERIAL GUARDS

Akin to the Death Fighter, these red-suited, headless knightmares exhibit a high degree of magic resistance, and they dish out punishment in huge chunks. You'll find that the Bortecth spell that works so well on the Death Fighter is completely ineffective. Unleash Orladin, or wade in with Excellector or the Moonlight Sword and let them pace around in circles as you hack.

WEAPONS & MAGIC ITEMS

TRUTH GLASS

This is the second Truth Glass in the game—feel free to unload it in exchange for Dragon Crystals as soon as the opportunity presents itself.

LUSTER WING

The ultimate in magical enhancements, this pendent, fashioned by Leon Shore, increases your abilities in broad and generous ways. Once you find this, it's unlikely you'll want to take it off between now and the timely demise of Seath.

DARK SLAYER

This blade, which was fashioned by Leon Shore to dispatch Guyra in the first *King's Field* game, is dropped when you kill the King.

TIPS & TACTICS

As you might imagine, the second floor of the castle is a gauntlet of major monsters leading up to the game's final confrontations. Be patient as you battle your way along, and don't let foes snipe at you from above as you approach the treasure area. Simply run across that large room, deal with the bad guys in the foyer beyond, and then ascend to the level of the other monsters.

Don't go near the doors to the final room until you're ready for action. When you close to within about ten meters, relatively, you're pulled inside to face the King.

The evil King, as it turns out, is not the final confrontation of *King's Field II*. He is, alas, only a puppet of Seath, the evil White Dragon who has been corrupted by the human world.

It's important not only to kill the King but to properly exorcise his spirit. Fight with the Holy power of the Excellector or the Moonlight Sword, and use your own Light magic—Flash or Orladin, to be specific.

The King will phase in and out of the dimension where you do battle, so you'll have to wait for him to solidify to land a blow with a blade. The Flash spell, with its homing properties, will continue to swirl in the area until the King takes on solid form, then it will explode upon his person.

When the King succumbs, you'll be transported back to his chamber, and his spirit will inform you that there's one last battle to fight, with the future of Verdite hanging in the balance.

The spinning silver apparatus that appears when the King departs is the teleporter to the final showdown with Seath, and you had better be ready for trouble before you go anywhere near it.

Beating Seath is a relatively simple matter as long as you're prepared. You'll need as many Dragon Crystals as you can buy (try about fifteen) and the Moonlight Sword.

By now, you should have the spell Refusal under your Use Magic menu. It happens to be the only fifth-level defensive spell, and it is a beaut.

For 100 Magic Points a pop, you become completely impervious to harm. Go under your equipment menu, and choose the spell Refusal as the option to be activated by your select button. While you're fighting Seath, you'll want to cast it continuously, pausing the game to pop in a Dragon Crystal when the Magic Points run low.

Now that you've taken care of the defensive aspect of the battle, you'll be able to walk right up and hack away at the White Dragon. He won't sit still for it, mind you, but he'll be pretty much powerless to do anything significant about it.

Be mindful that you aren't planted right in front of him, whacking away, when Refusal wears off. It'll take you a split-second to react, and you'll be grievously surprised how much damage a demigod can do in that length of time.

If you'd like to dispatch the beast with Magic, back off about 30 meters and circle the White Dragon, facing him. Dispatch Orladin with one eye on your health. You'll find that your circular motion actually causes Seath's flash spell to loop back and strike the dragon. That's gotta hurt.

Eventually, hopefully before your supply of Dragon Crystals gives out, the White Dragon crumples, and Verdite is free at last.

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